電撃

PlayStation PlayStation

gigantic drive

GIGANTIC DRIVE™

Holy, holy, holy is the LORD of hosts; the whole earth is full of his glory.

Complete strategy guide

gigantic drive

NGANTIC DRIVE™

holy, holy, holy is the LORD of hosts; the w [illegible] is full of his glory.

Complete strategy guide

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World Guidance

—世界観解説—

The "Volgara" invaders from space, the "humans" fighting to protect the Earth, and the mysterious giant robots "Kijin" developed by humans... We will explain the world of "Gigantic Drive" by picking up key words.

Prologue ~The events leading up to the Volgara attack~

1969: The first manned lunar exploration. Humans land on the moon.

However, on the way back from the moon, the exploration team dies mysteriously.

1975: The first manned space station was built.

1976: All crew members on the station died.

1980: Nectar radiation discovered.

Nectar radiation is harmful radiation that floats through space.

All living things, without exception, die when exposed to nectar radiation.

A terrifying radiation that roams the universe, penetrates all metals, and kills all life.

As long as nectar radiation existed, it was impossible for living things to advance into space.

Organic life can only survive on planets protected by an atmosphere.

A universe sealed off by nectar radiation.

Humanity called it the Nectar Barrier.

In 1981, the space program was postponed indefinitely.

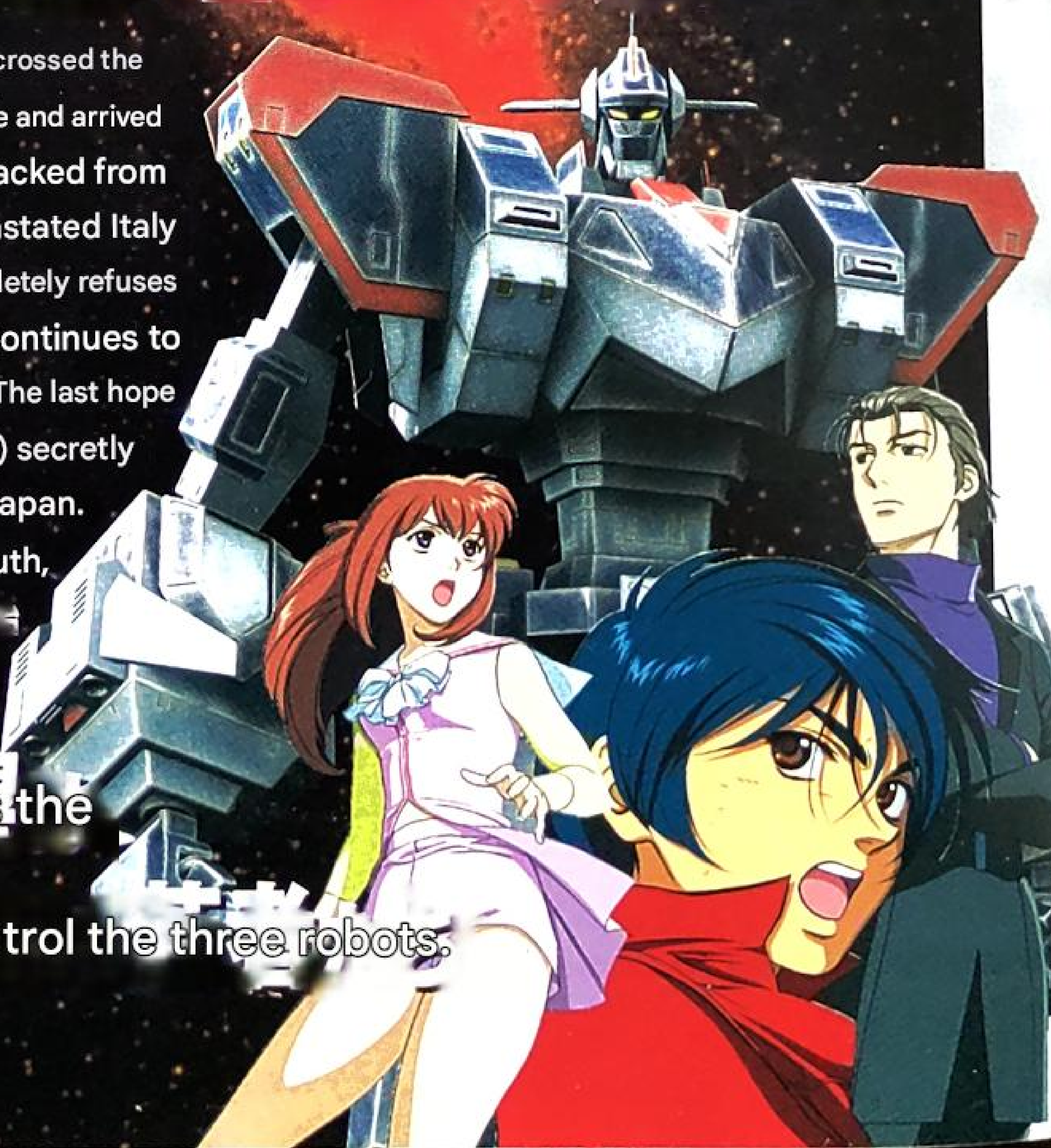
Humanity will never venture into space.

Alien life forms will not come to Earth from outer space.

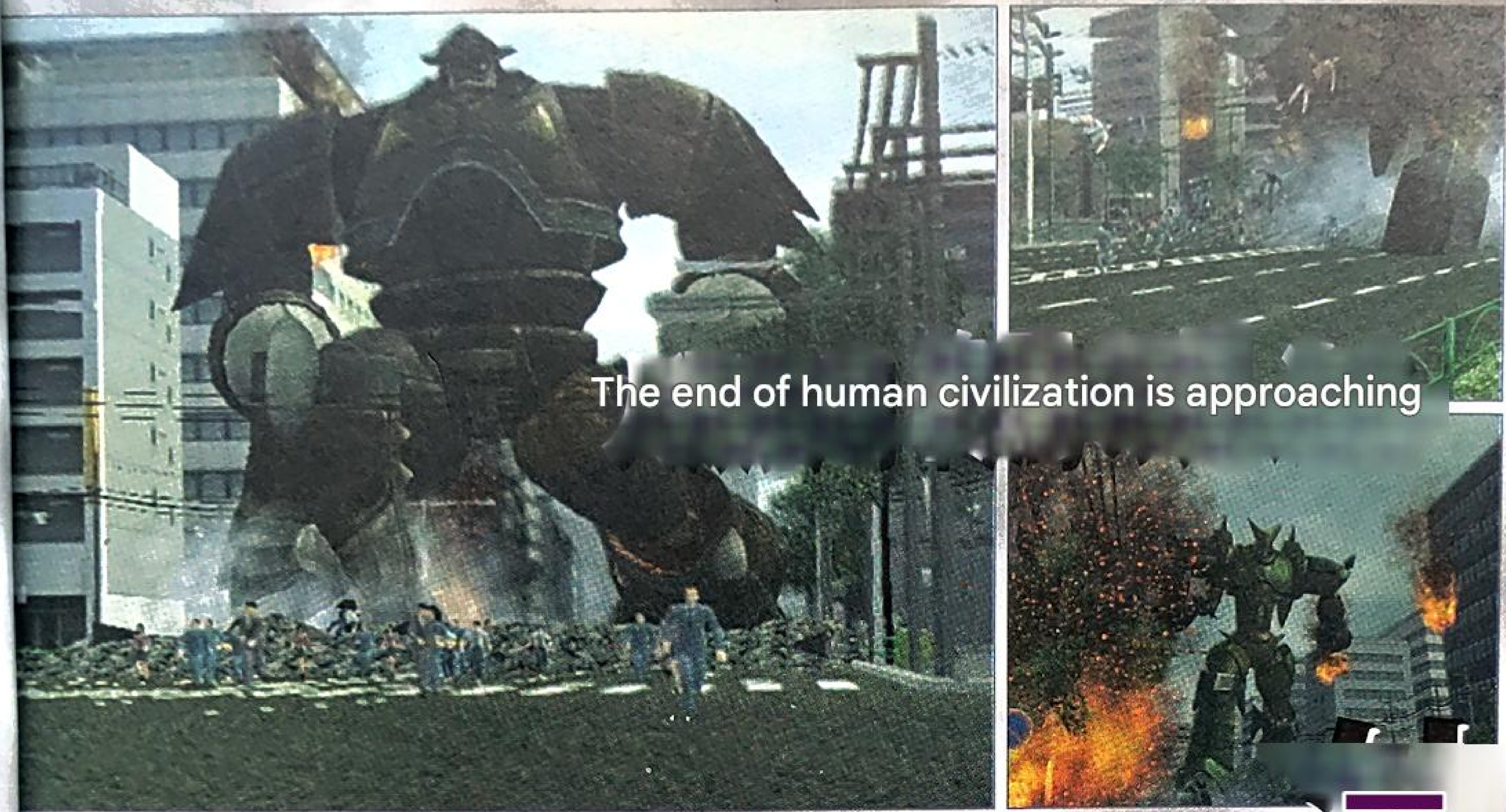
Humanity is a lonely existence. However...

2002: A mysterious giant robot arrives on Earth.

A giant robot, likely inorganic, has crossed the Nectar barrier that blocks organic life and arrived on Earth. The robot, which attacked from the Volgar Ra star system, devastated Italy within a few hours. Volgar Ra completely refuses contact from Earthlings and continues to silently destroy human civilization. The last hope left for humanity is a robot (kijin) secretly created by an organization in Japan. Controlled by a 17-year-old youth, humanity's final resistance is about to begin...



The only hope left is the young people who control the three robots.

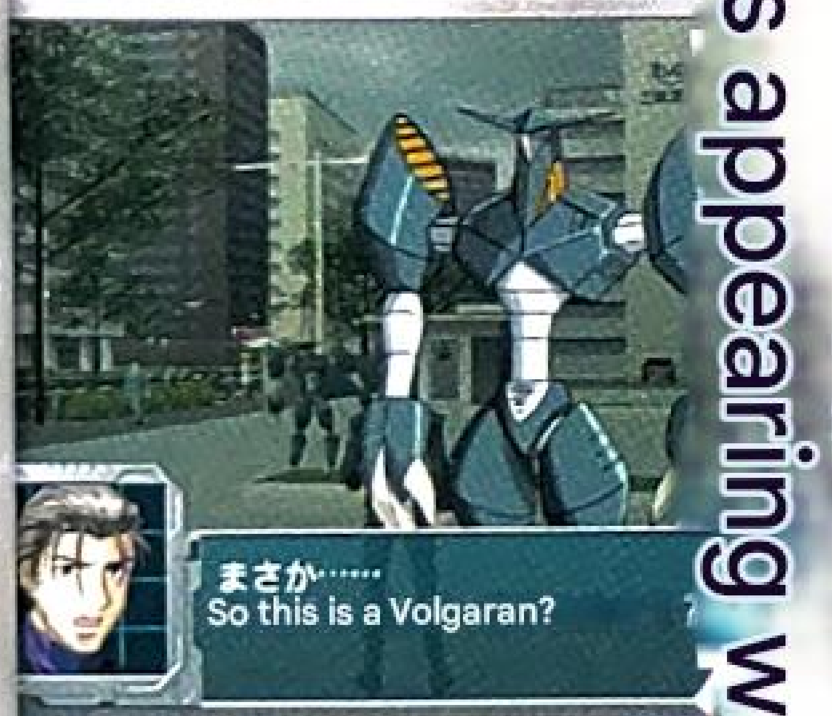

The end of human civilization is approaching

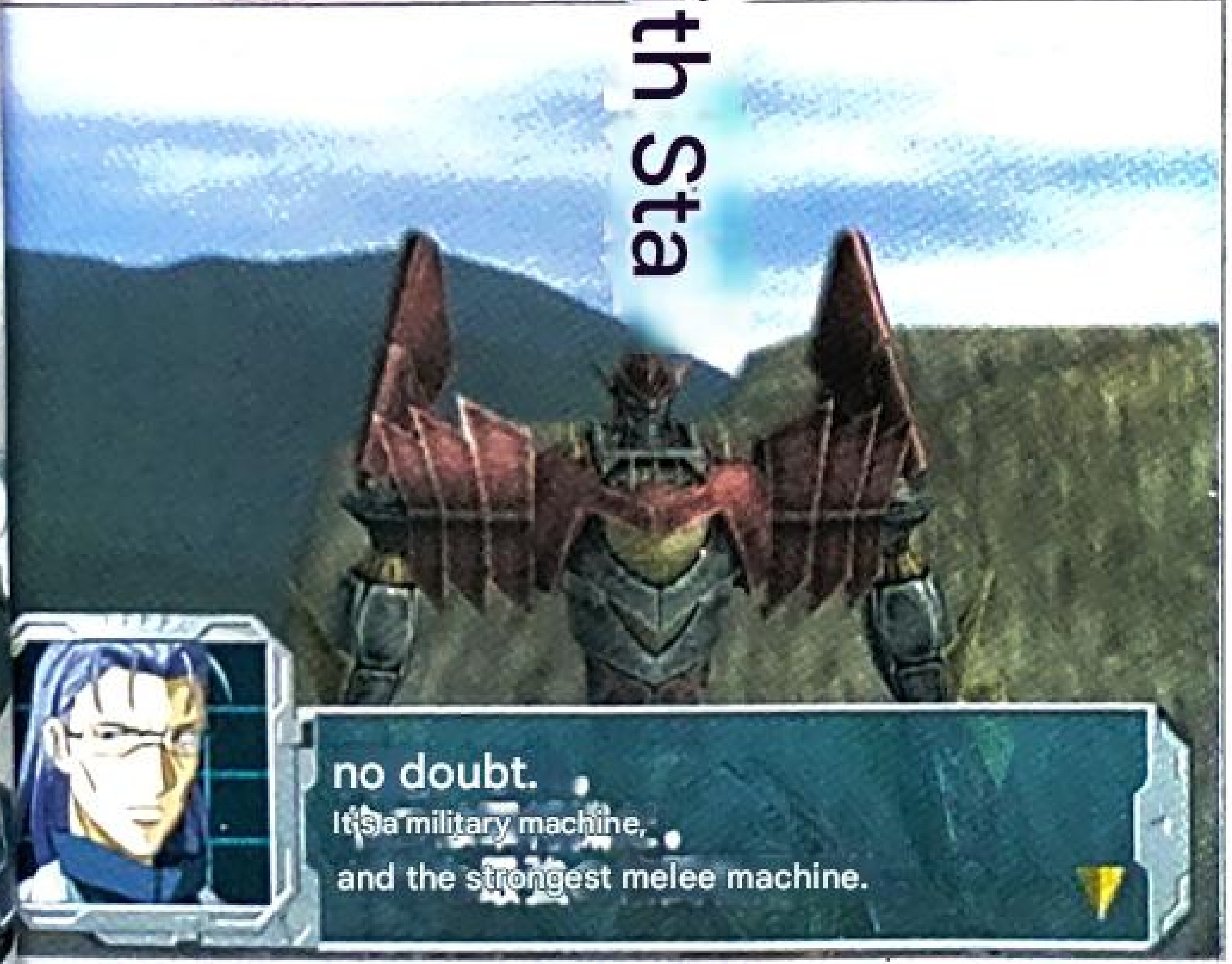
Invaders from Space

Volgara

A mysterious giant robot suddenly appears and begins wreaking havoc.
Their true identity and purpose are unknown, but it is known
that they attacked from the Volgara star system outside our solar system.
For this reason, Earthlings collectively
refer to giant robots as "Volgara."
Is it a manned weapon or an unmanned weapon?
Where are the Volgarans who control the robots?
Can organic lifeforms overcome the Nectar barrier...?
in any case,
Its incredible destructive
power continues to instill great
fear in all people living on Earth.

New weapons appearing with Sta

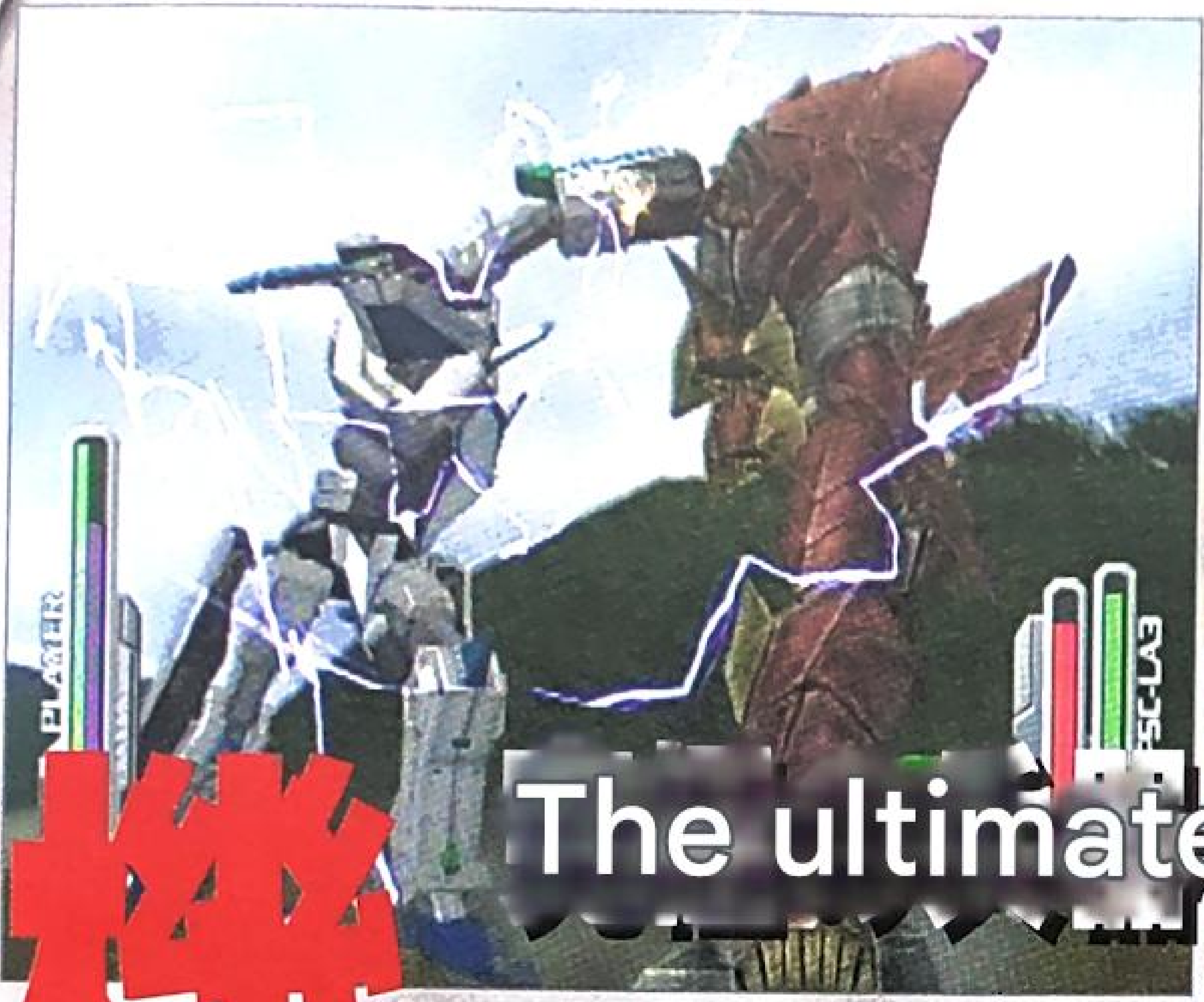

まさか……
So this is a Volgaran?


no doubt.
It's a military machine,
and the strongest melee machine.

KEY WORD

phantom system

This is the special weapon possessed by the Volgara. It is a technology that can instantly teleport a huge amount of material through space, allowing it to travel long distances in an instant, thus nullifying any encirclement. It can also be used as a defensive weapon, detecting the approach of optical weapons and other projectiles and automatically teleporting through space to avoid attacks. However, its only weakness is that it cannot react to close-range combat.



121
PLAYER
6
50

機人

The ultimate weapon, or...?

(If that was the enemy... humanity...))

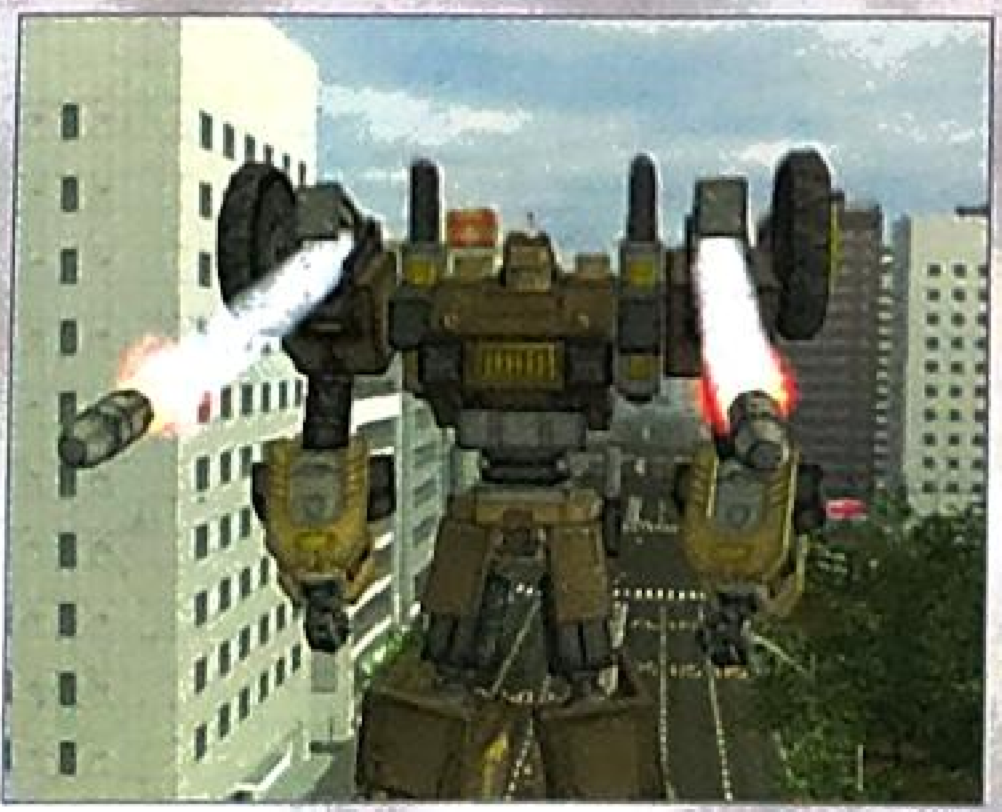
The giant robot was completed at a cost so high that it strained the Japanese government's budget and bankrupted Tsukioka Industries. In the end, the Kijin became a trump card against Volgara, but it is rumored that they had a different purpose initially.

KEY WORD

alchemic drive

This engine is the power source of a robot, and its official name is the Elemental Transmutation Reaction Engine. It applies special power to the elements of "earth, water, fire, and wind" that make up matter, causing a transmutation reaction, and uses the thermal energy emitted during this process to obtain power. Because it uses elements, it is also known as an alchemic engine, or alchemic drive.

The last thing left for humanity



Ha.ka.is.lu...

fight for the survival of the species

overwhelming target military strength difference between 人

A drama unfolding during wartime

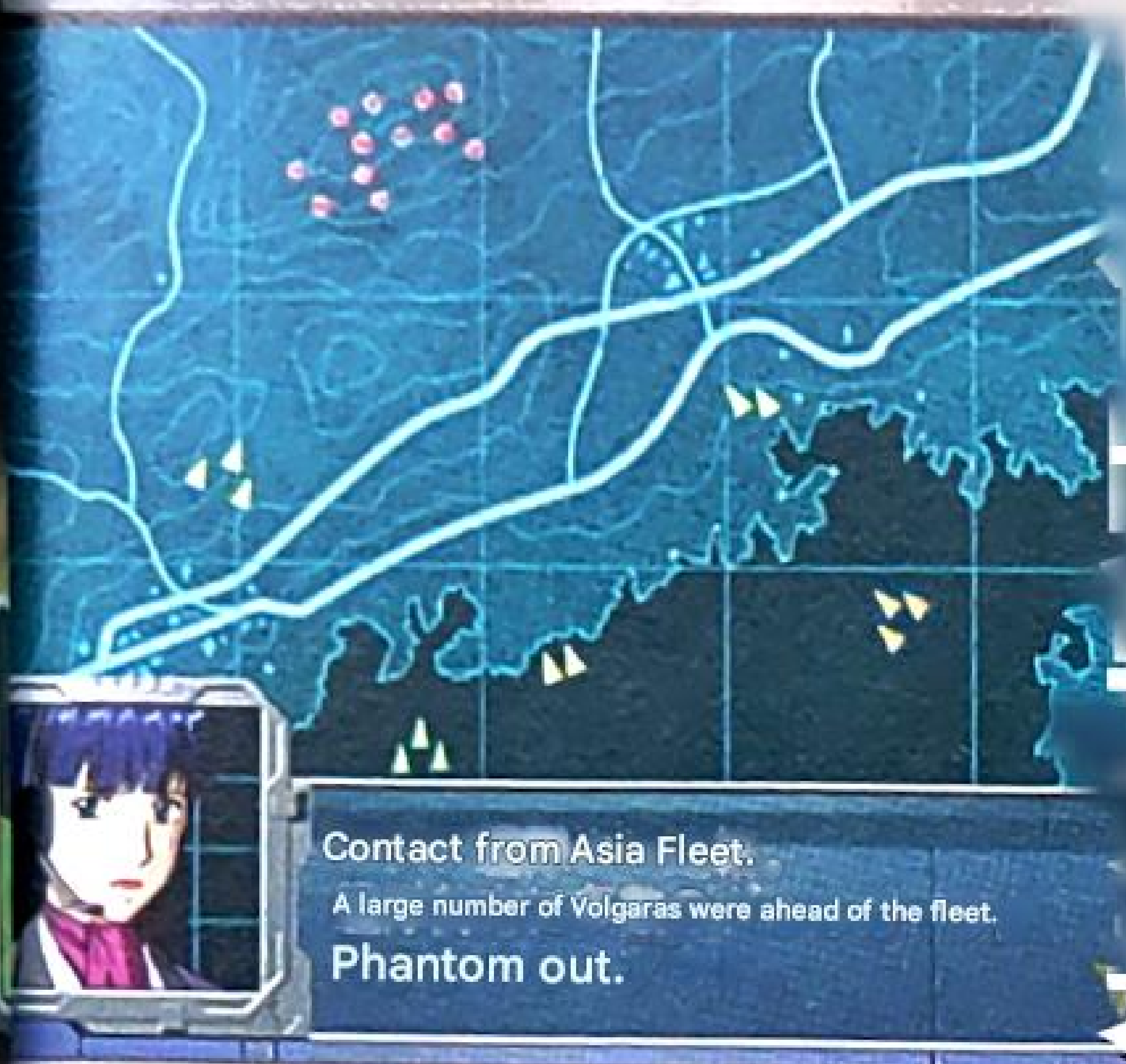
A human being who has reached the pinnacle of glory on Earth.

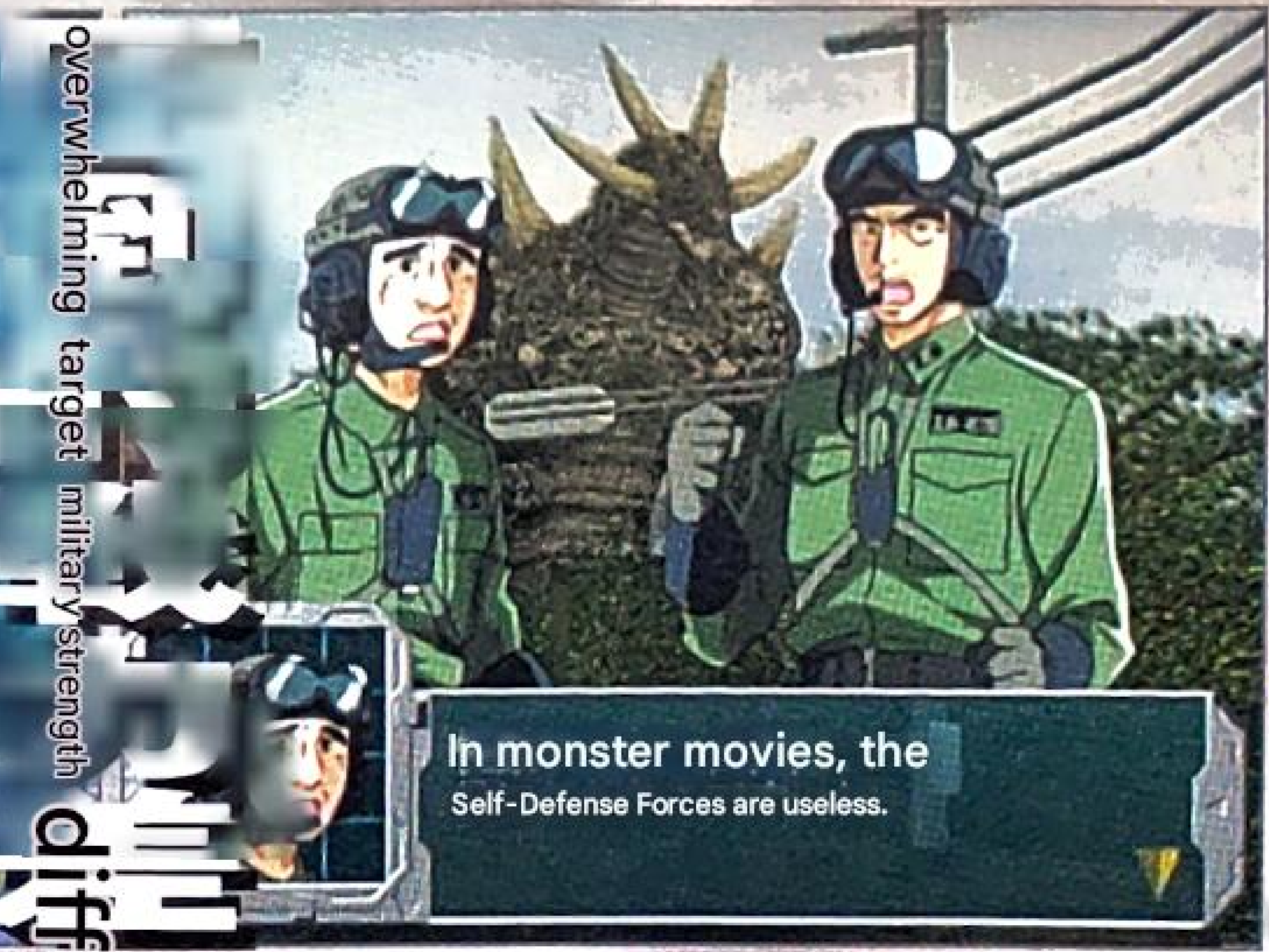
However, with the invasion of Volgara, that prosperity is on the verge of disappearing. Humans continue to fight desperately for survival in the face of adversity. Meanwhile, the military industry is experiencing rapid growth in the face of global warfare. What does the future hold for humanity?

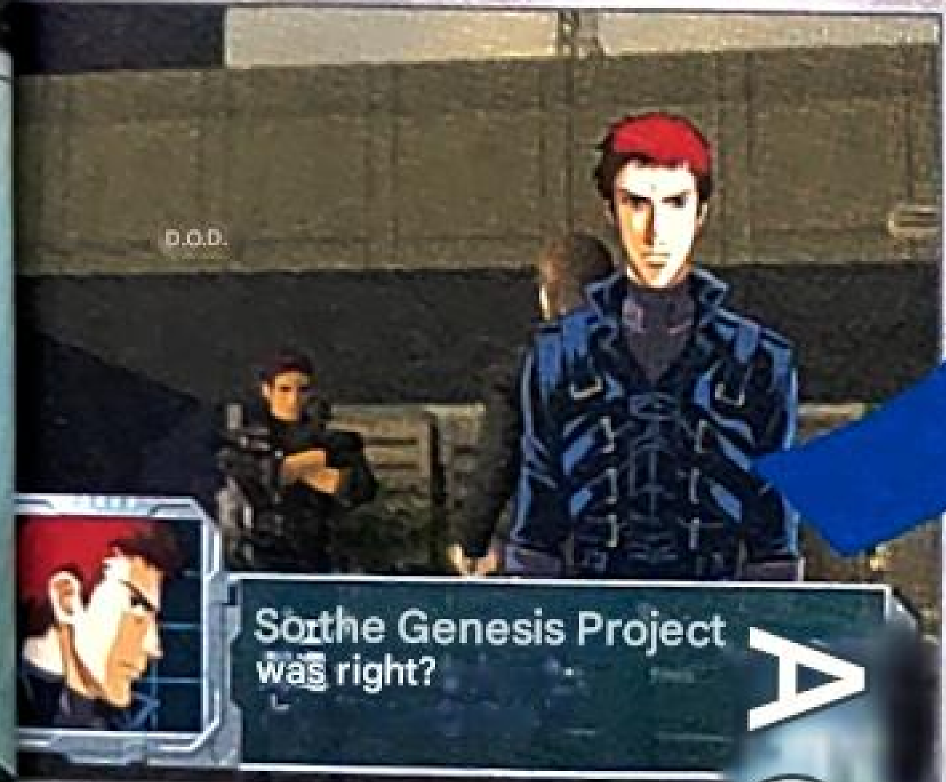
KEY WORD

genesis project

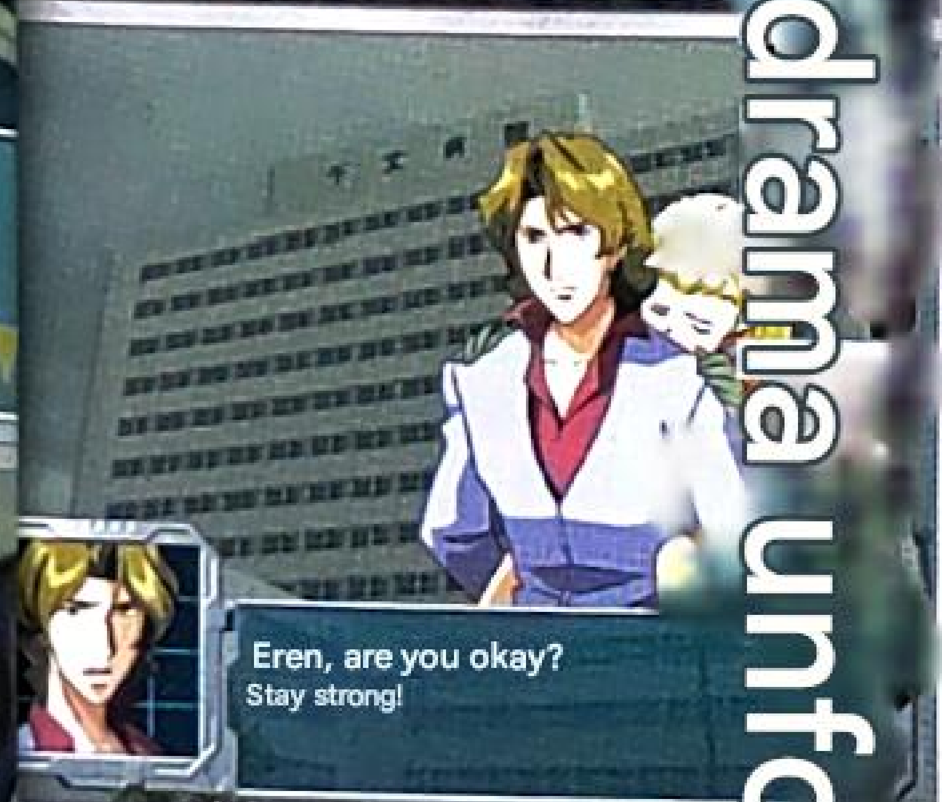
This mysterious project was proposed by Professor Horai and adopted by the 3000-Year Committee, which was formed to ensure the survival of humanity until the year 3000. It is said that various research was being conducted to prevent species from becoming extinct due to resource depletion. It also seems that the existence of robots was essential to the realization of the plan...

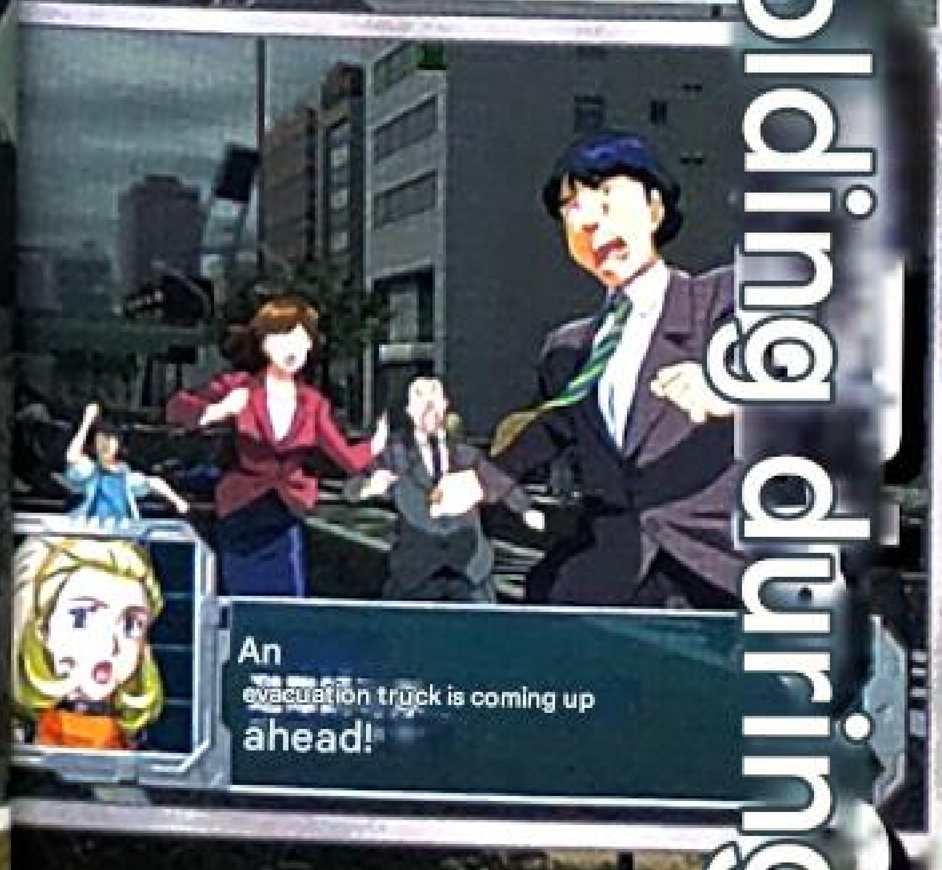

Contact from Asia Fleet.
A large number of Volgaras were ahead of the fleet.
Phantom out.

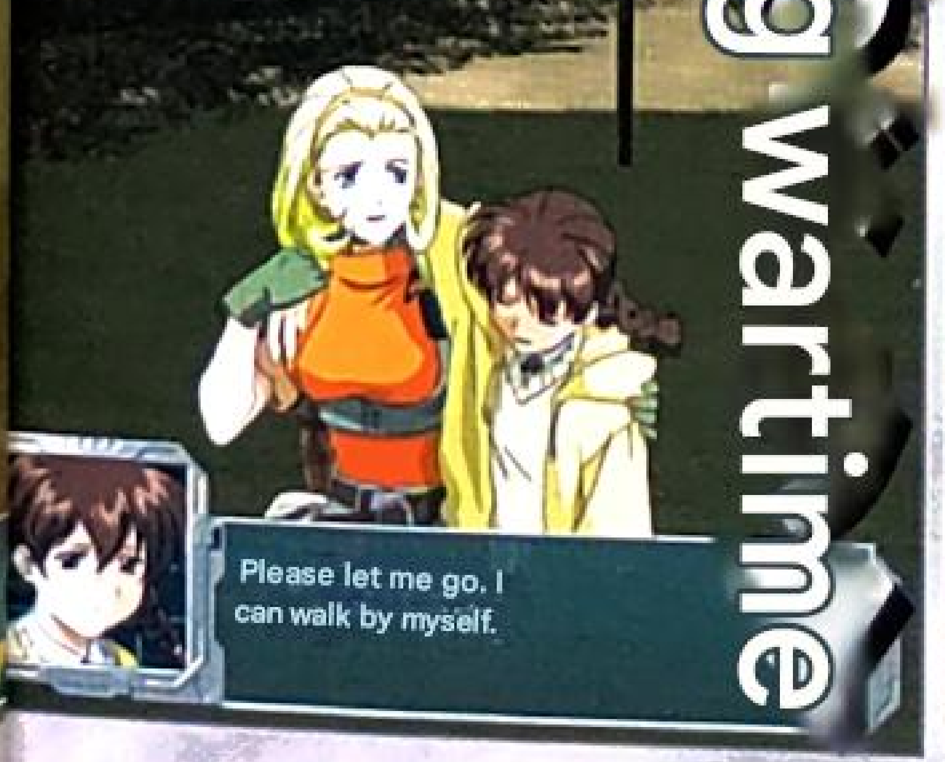

In monster movies, the Self-Defense Forces are useless.

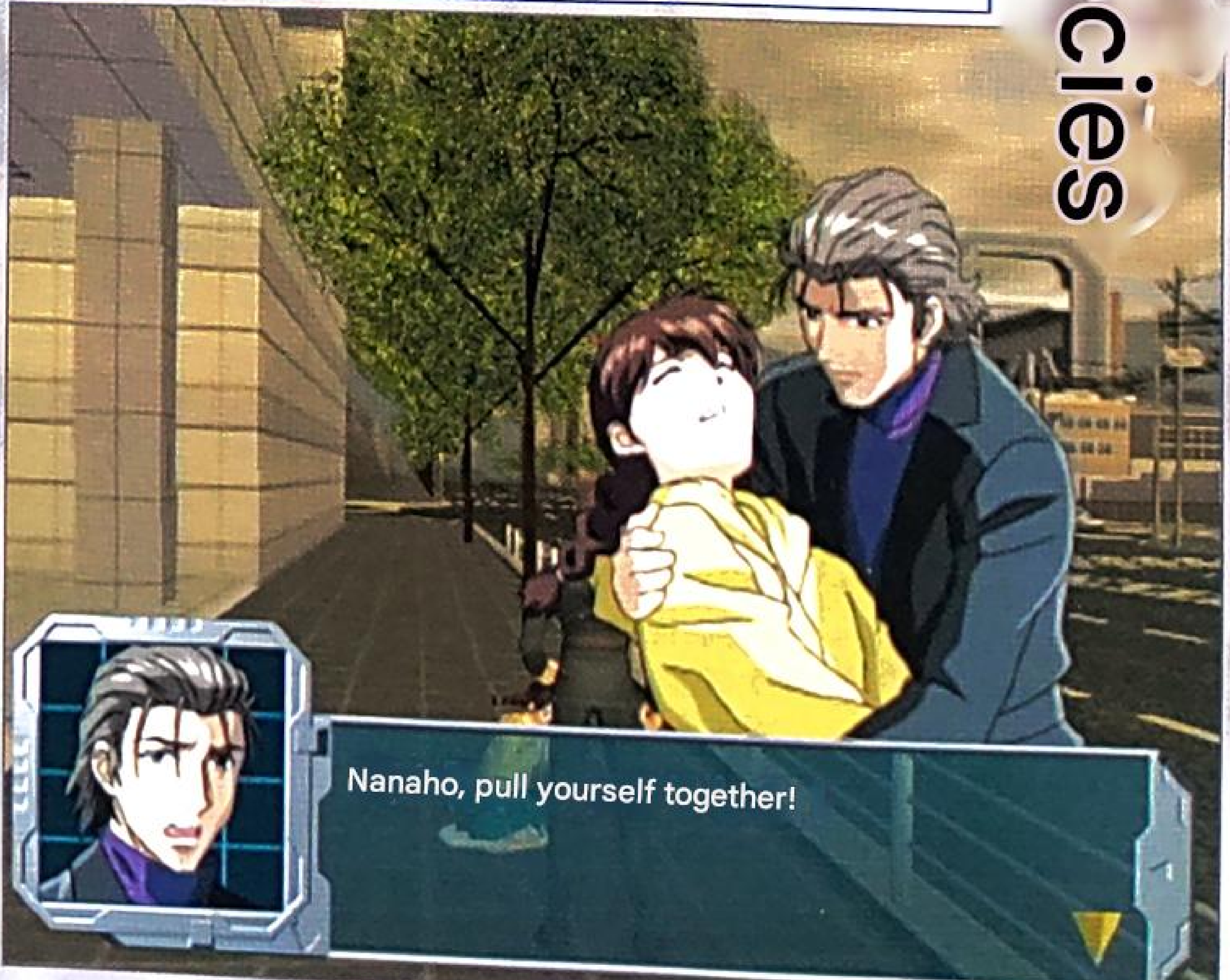


So the Genesis Project was right?


Eren, are you okay?
Stay strong!


An evacuation truck is coming up ahead!


Please let me go. I can walk by myself.


Nanaho, pull yourself together!

Organizational correlation diagram

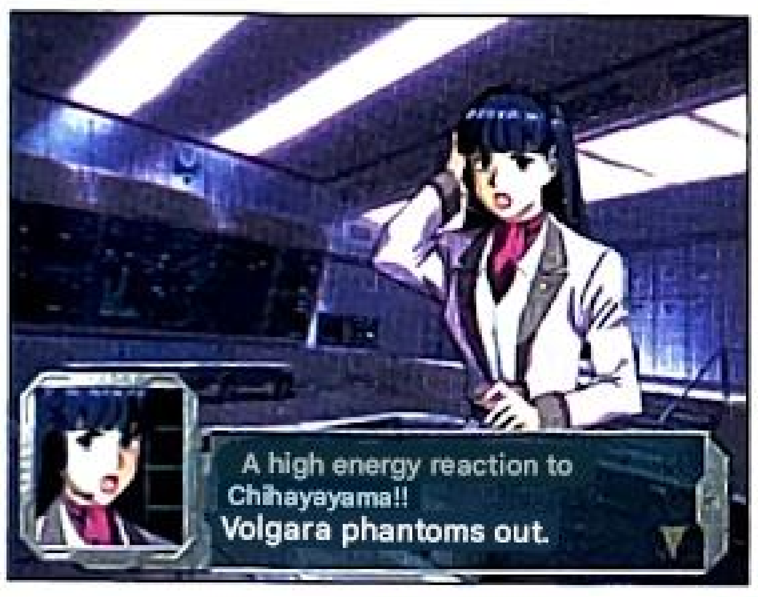
The many organizations that appear in the game act with their own agendas. Let's take a look at their relationships.

Civilization Preservation Foundation

Tsukioka Industry & 3000 Year Committee

The mysterious foundation that owns the robots

A foundation based on Tsukioka Industries, its ostensible purpose is to research the causes of civilization's destruction. Its chairman is the son of the president of Tsukioka Industries, but in reality it is under the control of an organization called the Trimillennial Committee. The creation of the robots and the battle with Volgara are all at the discretion of the committee, but their true motives are shrouded in mystery. Currently, the organization is attracting a great deal of attention from around the world as it possesses robots capable of fighting on equal terms with the Volgara.



A high energy reaction to Chihayayama!!
Volgara phantoms out.

◆The headquarters of the 3000 Year Committee is hidden 1,000 meters underground in the foundation in Senjo City.

Internal status of the foundation

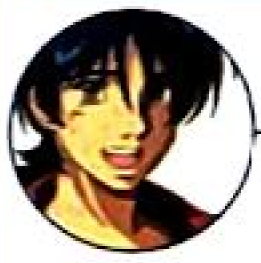
Tsukioka Industry

Until a few years ago, this company was known as the largest in Japan's military industry. The president at the time bought up the equipment and research results of the Trimillennial Committee for personal use, but went bankrupt due to the enormous costs involved in creating the robots. The organization's name was then changed to the "Civilization Preservation Foundation."

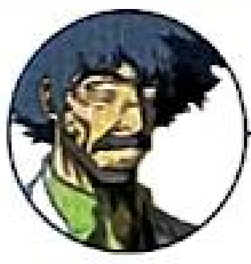
Three Thousand Years Committee

An organization whose goal is to ensure the survival of humanity for the next 3,000 years. It was the operating body for a project proposed by Dr. Horai under the pretext of developing planetary resources, and was actively promoted by the Japanese government, but was frozen due to lack of funds. It was later acquired by Tsukioka Industries.

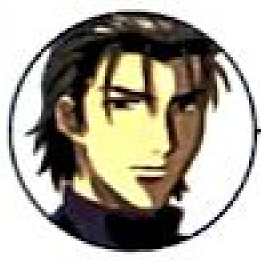
Main characters



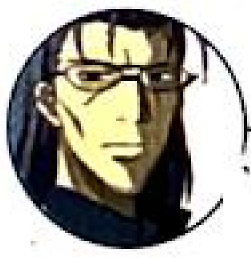
Chairman
Naoto Tsukioka



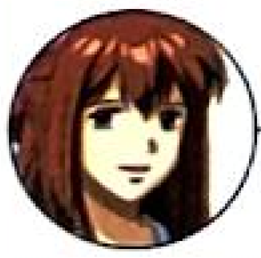
scientist
Dr. Horai



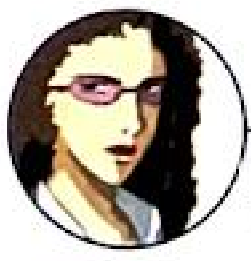
Chairman
Ryo Tsukioka



scientist
Hermann Wirtz

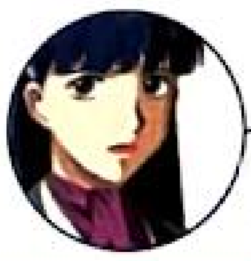


Chairman
Yui Tsukioka



Accountant
Saki Kyono

*During the game, only one of the three people chosen by the player will appear as the chairman.



Operator Kinami
Kaoruko

Possessed military strength

The Foundation is the only organization on Earth that possesses a robot capable of fighting on equal terms with the Volgara. The pilot is registered as a 17-year-old boy (girl) who is the chairman of the Foundation, and only he (or she) can operate the robot. Although the Foundation later accepts a request for cooperation from the Japanese government, the robot's independence as a member of the Foundation continues to be maintained, and the robot's deployment is left to the sole discretion of the Foundation, i.e., the Tri-Thousand Year Committee.

Please select the fire.

Possesses 3 machines

The Foundation manages three robots: Wavel, Lyall, and Grang. Robots are deployed from various locations throughout Senjo City, and by transporting them through underground passages, they can quickly intercept and attack the enemy.

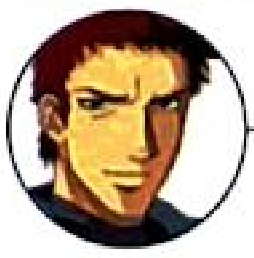
Support in battle?

???

Third force with unknown purpose

This mysterious force includes Souya, the manipulator of Valdor. Souya appears at battles between Volgara and the robots, often helping the protagonist, but then disappears without revealing his true intentions. It's also a big mystery why Souya possesses the fourth robot, Valdor.

Main characters



Valdur pilot
Horai Soya

Possessed military strength

Souya pilots the jet-black robot Valdor. Its appearance resembles that of Wawel, but the causal relationship between the two is unknown. While its transformation function has not been confirmed, its combat capabilities are at least comparable to those of other robots, making it a reliable ally in the battle against Volgara.

The fourth unit, Valdor

-I-Vafel?

◆Why does it have a similar form to Wawel?

bullnose heavy industry

One of the world's leading French defense companies

The largest military manufacturer in France, it achieved great success by being one of the first to embark on military expansion. It is rumored that this was due to its alliance with Tsukioka Industries, which has ties to the Trimillennial Committee, and the fact that it had obtained advance information about the Volgara attack. After the bankruptcy of its partner, it has deepened its friendship with Misaki Heavy Industries.

Main characters

President's daughter
Ellen Bullnose

Possessed military strength They are known for their high-powered grenades and high-performance combat helicopter, the Black Bat.

Affiliate partner

Misaki Heavy Industries

The world's second largest arms manufacturer

This weapons company has grown significantly since the downfall of its rival Tsukioka Industries. By partnering with Bullnose Heavy Industries Japan, which boasts the top market share in Japan, they now manufacture 20% of the world's anti-Volgara weapons.

Main characters

heir
Misaki Masaru

President's daughter
Nanaho Misaki

Possessed military strength It possesses anti-phantom missiles that can neutralize the phantom system.

former partner

provide weapons

Cooperate in establishment?

request military cooperation

Japanese government

Self-Defense Forces

Do your best to defend the country

The government that governs Japan. Having determined that the Self-Defense Forces are unable to defend against the Volgara invasion, they request the cooperation of the Mecha People from the Foundation. It is said that they once cooperated in the establishment of the Tri-Thousand Year Committee, but the truth of this is unknown.

Main characters

Belongs to the army
Shinichiro Kurosugi

Belongs to the army
Takeshi Yamano

The Japanese government, facing criticism for excessive military buildup,

They secretly collected combat weapons for the Lugara, but many of the weapons were neutralized by Volgara's Phantom System, so their efforts were not very successful.

Senzuki Resolve
BNN LIVE

Battleship Takaya

◆Against Volgar: A trump card battleship of the Japan Maritime Self-Defense Force, built for the purpose of "La."

support in battle

Interviewing with the aim of getting a scoop

BNN Broad News&Network

Japan's largest information bureau

One of Japan's leading private news stations, with many popular newscasters and reporters. Its headquarters are in Tokyo, and it also has branches overseas. It also has a branch in Senjo City, which is a target of Volgara's attacks.

Main characters

caster
Tomoe Kawasaki

reporter
Mika Banhara

Possessed military strength Although they do not own weapons, they do own a variety of vehicles for reporting, from large vans to high-speed helicopters.

evacuation guidance team

Private rescue teams protecting the safety of citizens

A private organization that guides citizens to a safe evacuation in the event of a battle between Volgara and the robots. They also have the technology and equipment of a rescue team to rescue people indoors who are unable to escape.

Main characters

Captain
Hayakawa

member
Ellen Bullnose

Possessed military strength They possess specially armored evacuation vehicles that can withstand Volgara attacks to some extent.

登場人物紹介

Character File

The humans have complex backgrounds and fight against Volgara based on their own beliefs. To help you enjoy the story even more, we will be revealing data on all the characters that appear in the game.

operate a machine man

three main characters

Tsukioka Naoto

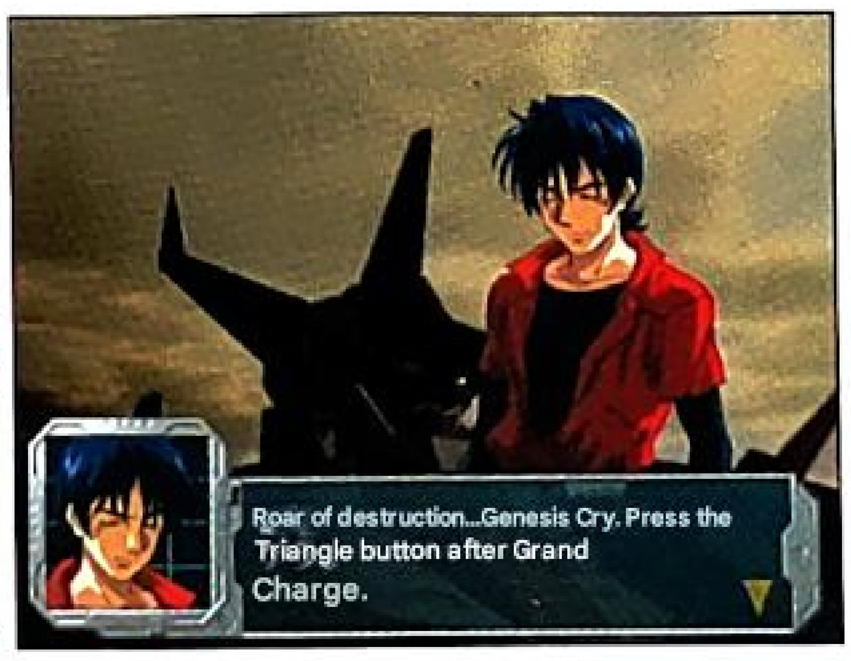
A straightforward, hot-blooded man

Although he is the son of the president of a large company, he has an honest personality that gives off a "commoner" vibe in a good way. Although he is an all-around athlete, his hobby is video games, much to the chagrin of many sports clubs. His only policy is to hate evil, and he always has a strong sense of justice.

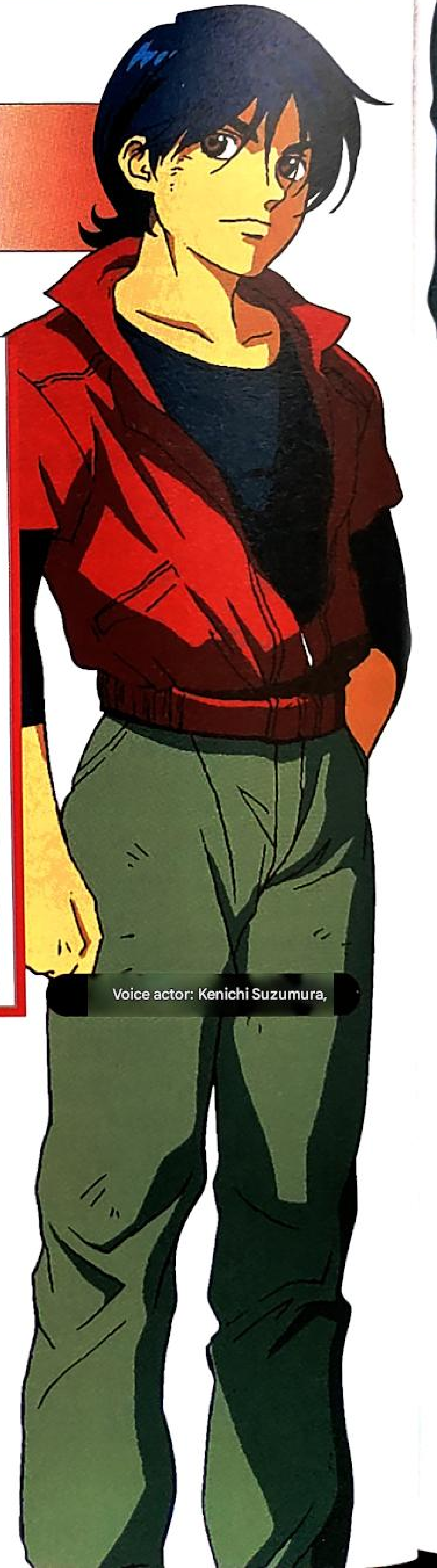
Naoto Tsukioka

● Naoto Tsukioka ●17 years old

●▶Chairman of the Civilization Preservation Foundation



Roar of destruction...Genesis Cry. Press the Triangle button after Grand Charge.

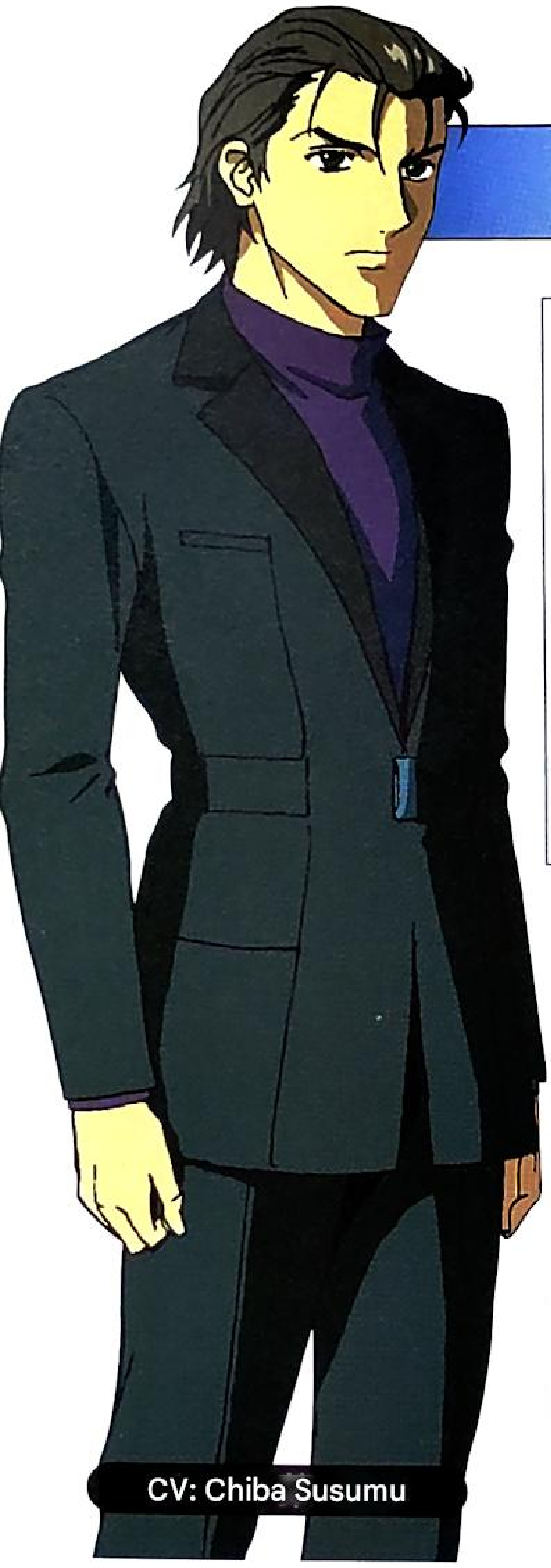


Voice actor: Kenichi Suzumura,

All three have a common background

The three main characters are set to be the sons of the president of Tsukioka Industries, but only one of them will appear in the game. In other words, only one of the three main characters, Naoto, Ryo, or Yui, chosen by the player will appear in the game. The chosen main character will be the son of the president of Tsukioka Industries, the son of the president of Tsukioka Industries. He becomes the chairman of the foundation and works as a robot pilot. The story development is not much different for each protagonist, and the main focus is on the protagonist's resentment towards the robots that led to the downfall of the Tsukioka family, and his struggle with the fact that he cannot fight Volgara without using those robots.

Tsukioka | Cool



CV: Chiba Susumu

A cool genius who hates being in groups

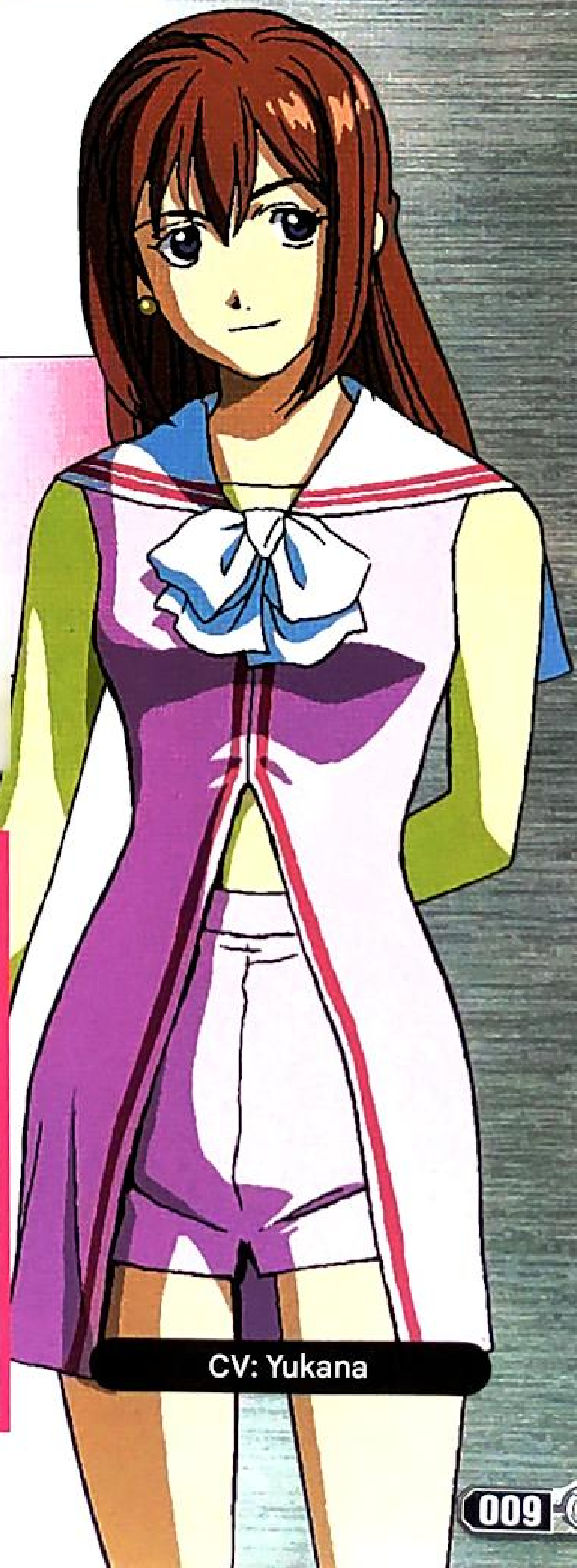
A genius child who excels in both academics and sports. Despite his appearance, he is good at fighting and is rumored to be the leader who secretly controls the high school students of Senjo City, but he is simply a loner. The taste is riding around on a motorbike.

This is the true Makotsu "Divine 龍" Princess"... The match will be decided in three minutes...

Ryo Tsukioka

- ● Ryo Tsukioka ●17 years old
- ● Chairman of the Civilization Preservation Foundation

Tsukioka Yui



CV: Yukana

A competitive robot nerd girl

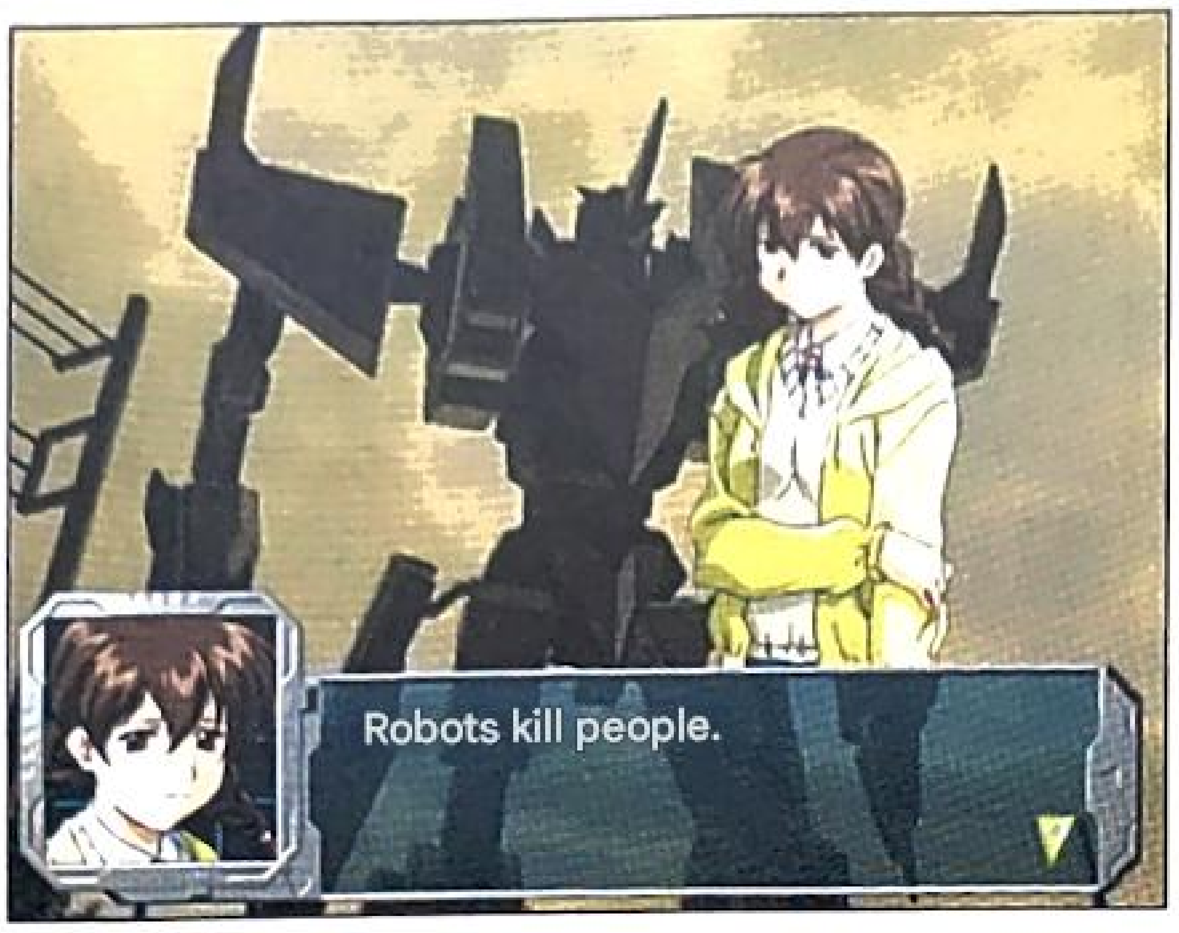
He is friendly with everyone and is an idol at Senjo Daiichi High School. He is an admitted robot anime fan and has his own unique obsessions, such as "giant robots must be deployed by breaking parks and pools."

This is Daitetsuue's "divine destruction"... The match will be decided in three minutes...

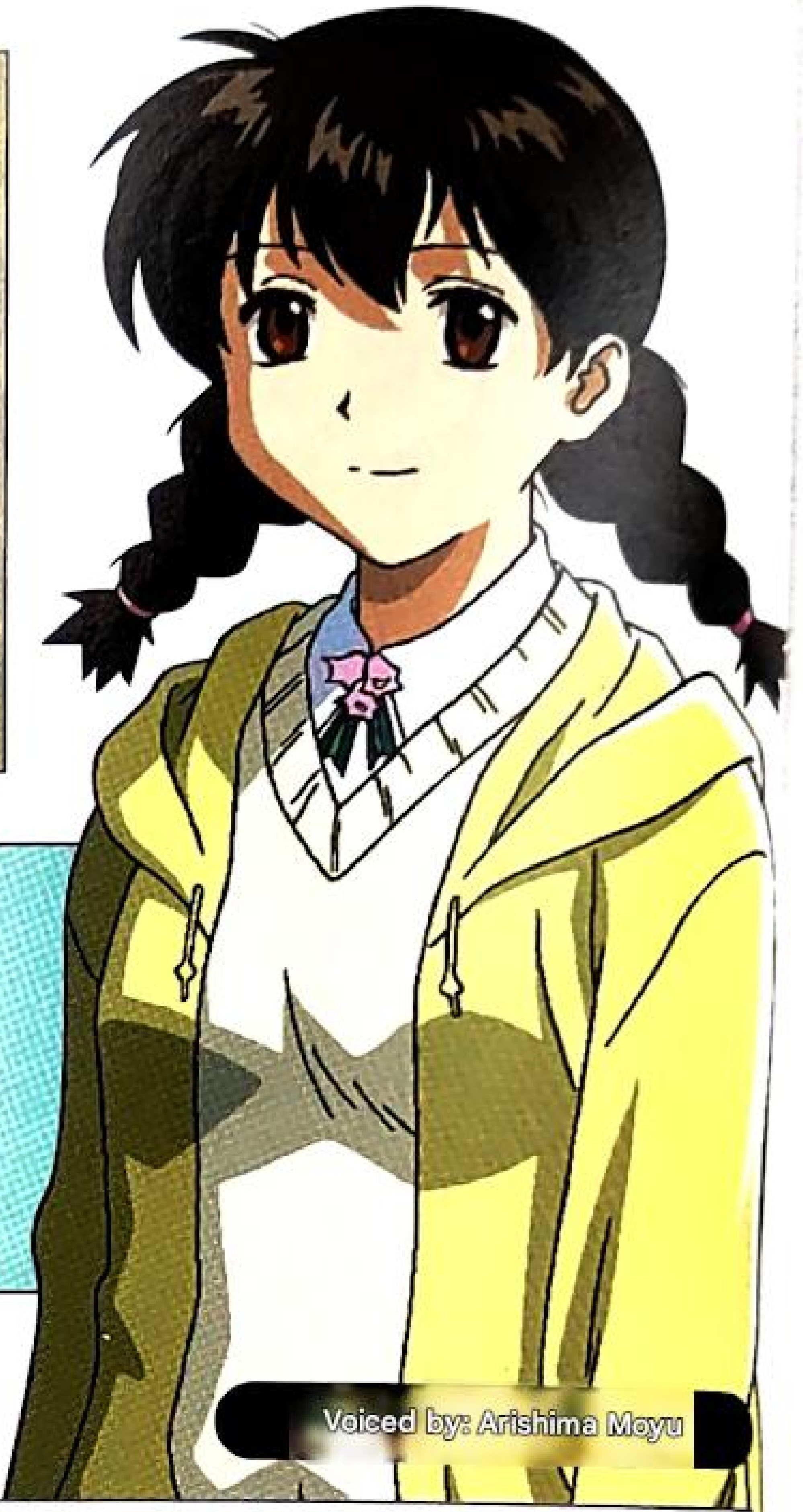
Yui Tsukioka

- ● Yui Tsukioka ●17 years old
- ● Chairman of the Civilization Preservation Foundation

Supports the main character heroine & partner


Robots kill people.

Misaki Nanaho

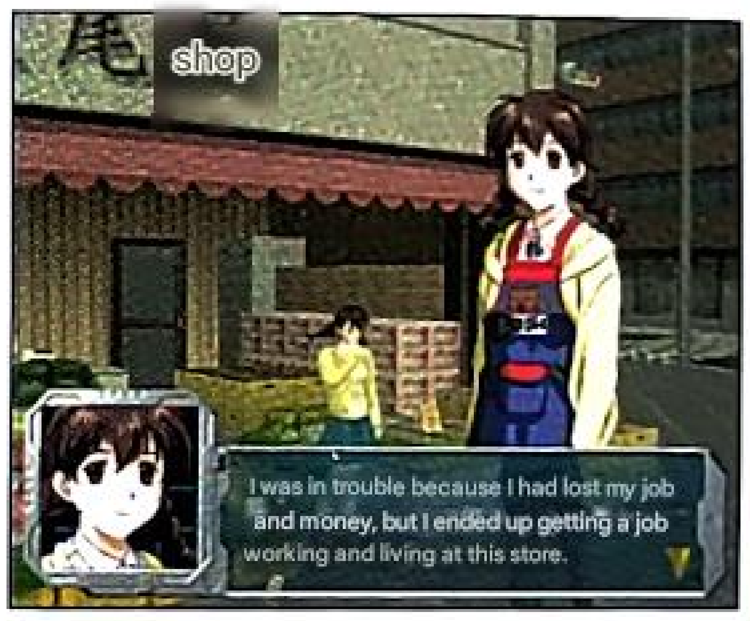


Senjoichi, an unfortunate girl at the mercy of the fierce war

A gentle girl with a youthful appearance for her age. She has been a classmate of the protagonist since junior high school, and has continued to be friends with him as if she were his younger sister. She is the daughter of the president of Misaki Heavy Industries, but left home out of resentment towards the weapons company that hurts people, and now works part-time to earn money for school.

Nanaho Misaki

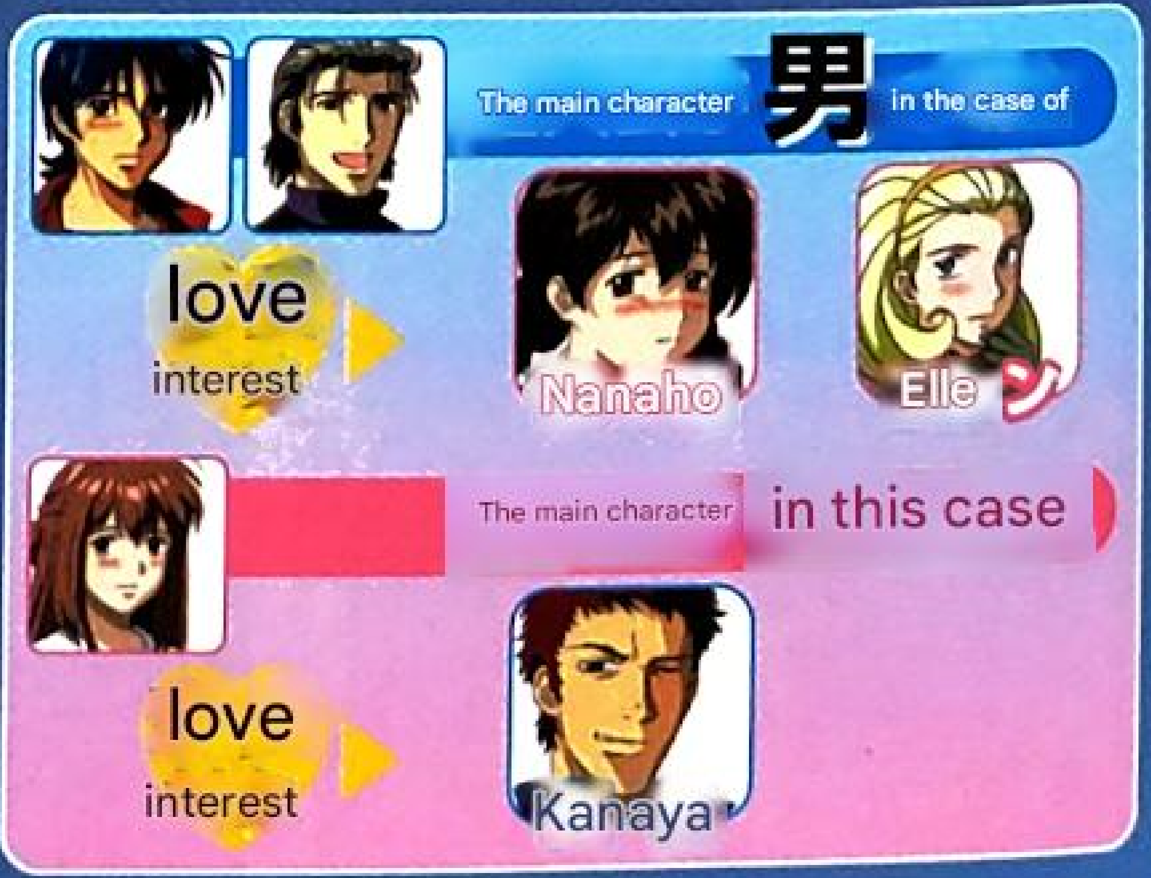
- Misaki Nanaho
- 17 years old
- Senjo Daiichi High School second year student



I was in trouble because I had lost my job and money, but I ended up getting a job working and living at this store.

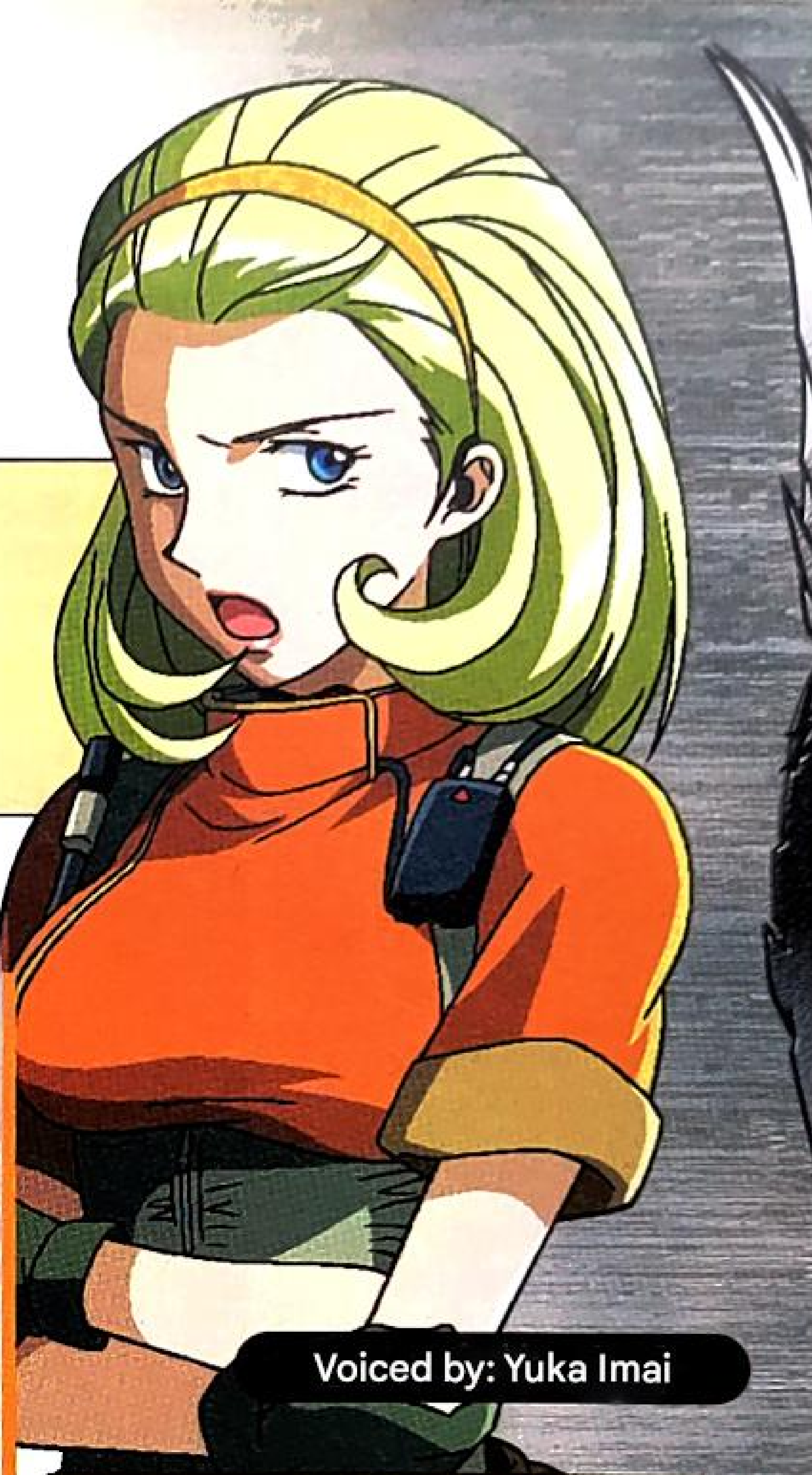
The love interest changes depending on the protagonist's gender

The biggest difference between the protagonists you choose is that their love interests change depending on their gender, resulting in different epilogues. Regardless of which protagonist you choose, Nanaho will remain your childhood friend and Souya your rival, but your relationship with Eren will change significantly. If the protagonist is male, your relationship with Eren will be with his former fiance. If the protagonist is female, you will simply be best friends. Look at the changes in love interests shown on the right and play so that you can see the epilogue with the person you want. The conditions for the epilogue with each partner are listed on pages 028 and 096.


The main character 男 in the case of
love interest
Nanaho
Elle
The main character in this case
love interest
Kanaya

If in the future
the time comes for me to marry you...you
will give me some seed as well.

Ellen
bullnose



Voiced by: Yuka Imai

Who would have thought
that two former fiancees would end up fighting on
the same battlefield?

The protagonist's ex-fiancee who works for the evacuation team

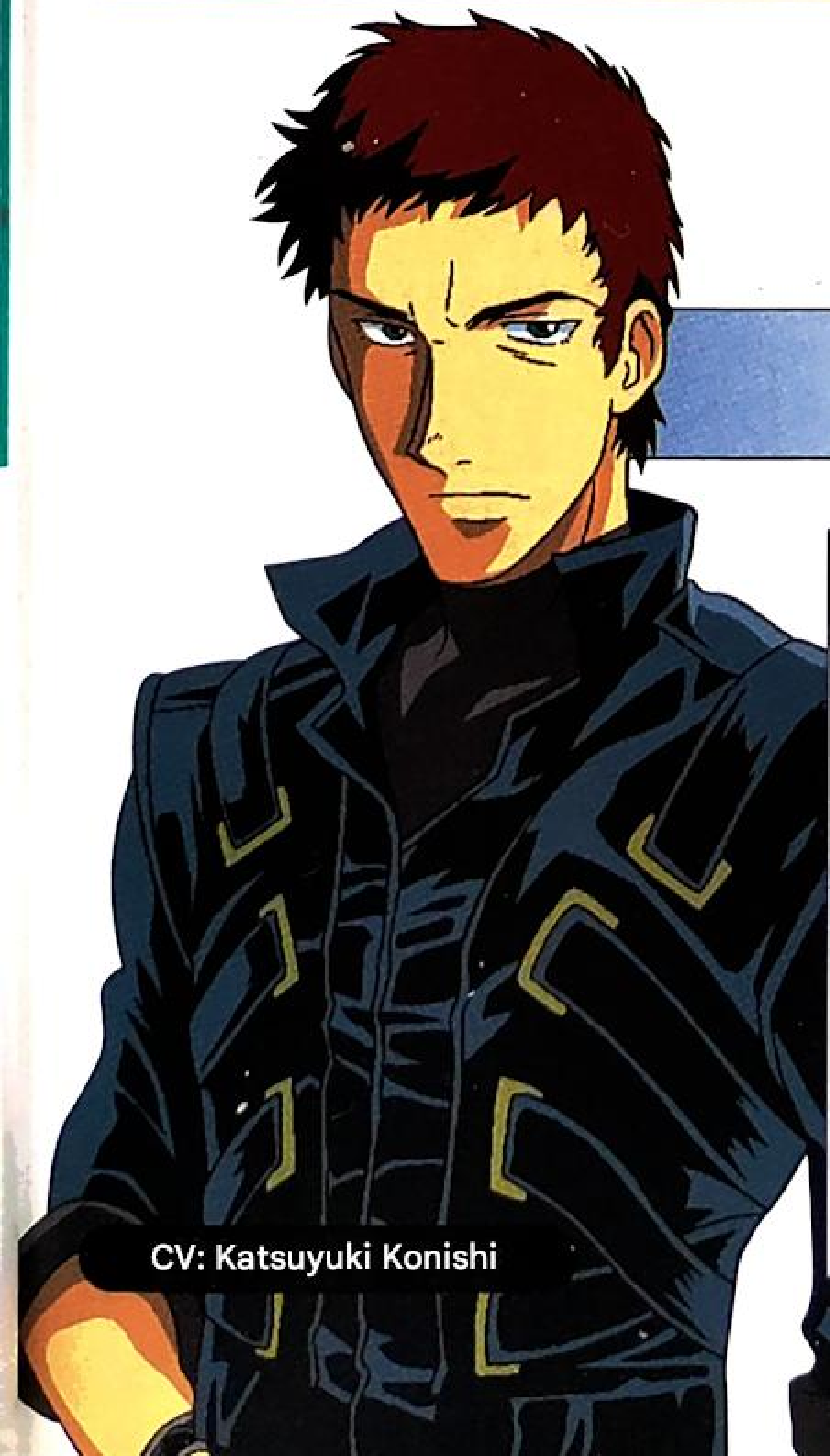
Although she is the daughter of the president of Bullnose Heavy Industries, she ran away from home in rebellion against the family business. She is very strong-willed and proud, and lives faithfully by the family motto of "Be noble." She volunteered for the evacuation team because she wanted to save people, not kill them.

Ellen Bullnose

● Ellen Bullnose ● 17 years old
● Daughter of the president of Bullnose Heavy Industries, evacuation guide

So I'm also a member of the Merchants of Death...

Horai Soya



CV: Katsuyuki Konishi

A mysterious young man who controls the black robot.

A young man in a black jacket appears out of nowhere, saves the protagonist from a difficult situation, and then leaves. Although he appears ruthless, his eyes reveal a strong will and kindness. When will his true intentions be revealed...?

Horai Soya

● That's right. ● 17 years old
● Pilot of the Machine Valdor

I thought you could
understand the robot's intentions, but...

Involved in the story in various ways
sub characters

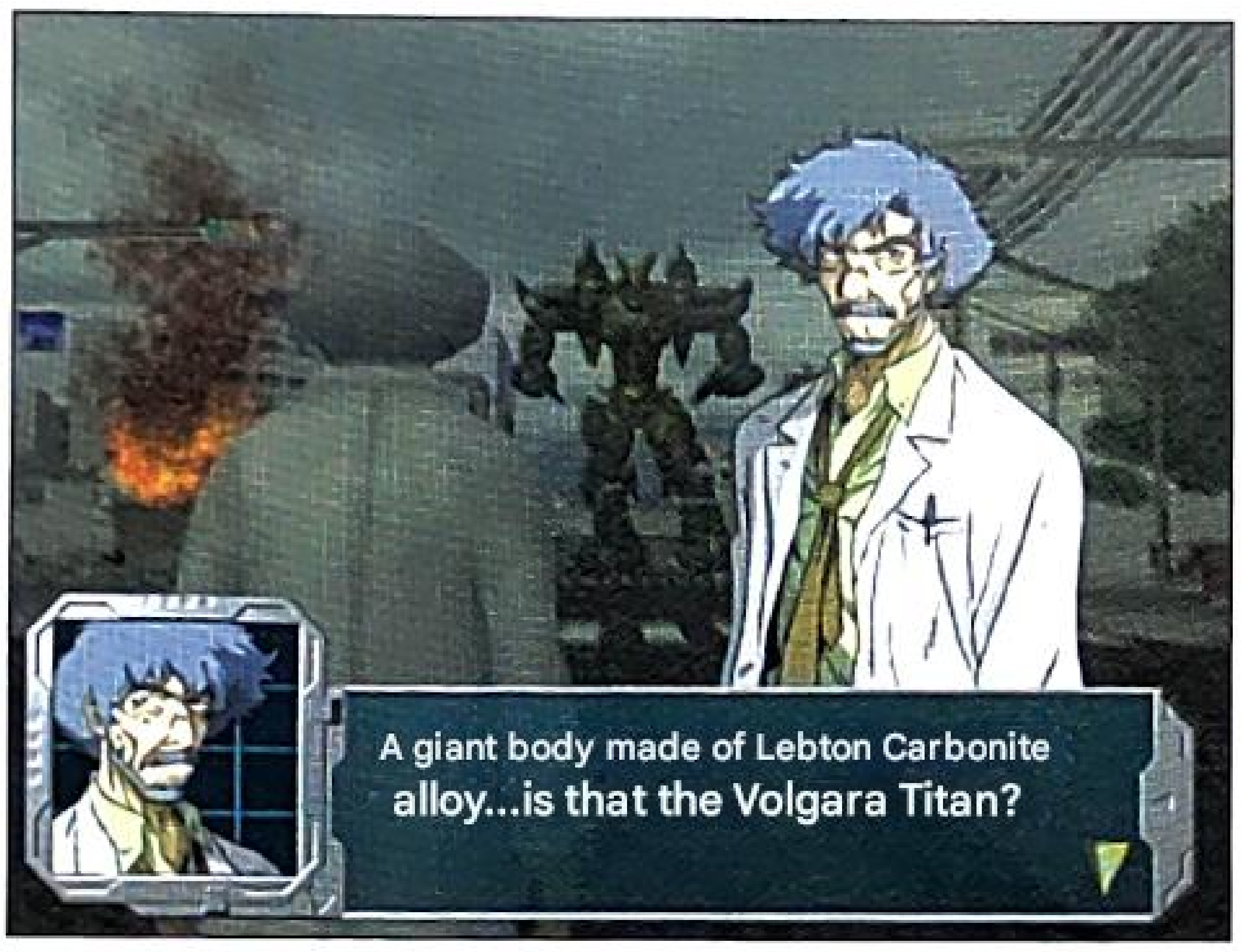
The unorthodox scientist who created the robot

A genius scientist who predicted the Volgara attack before anyone else. Thanks to his achievements, the Mecha was perfected, but his true goal - "a conclusion for ensuring humanity's survival for 3,000 years" - was deemed dangerous by the Japanese government. At the beginning of the story, he gets caught up in a battle with Volgara and disappears...

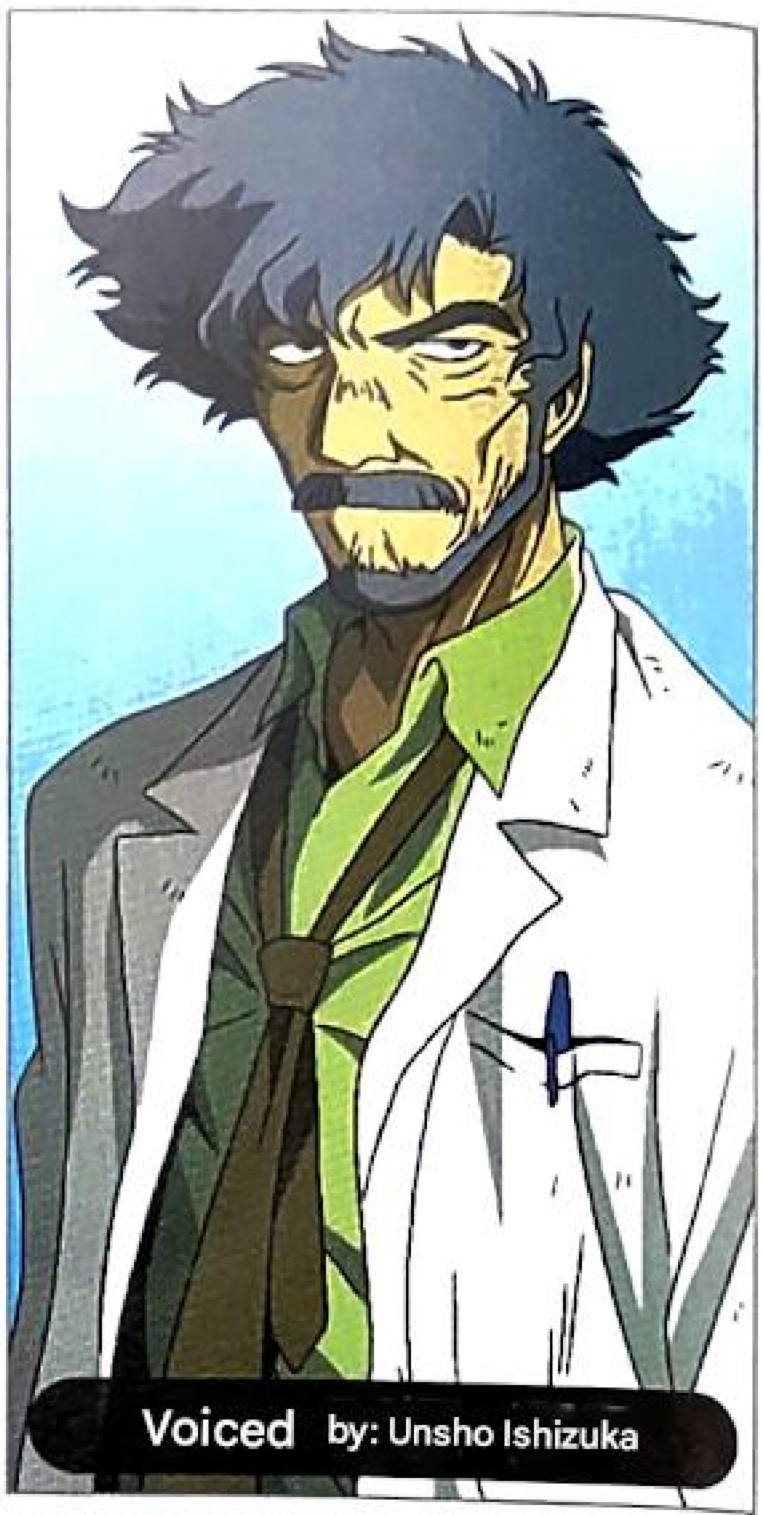
Dr. Horai

● Real name unknown (last name: Horai) ● 62 years old

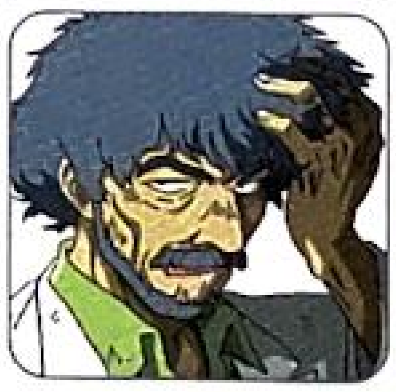
● Scientists affiliated with the Civilization Preservation Foundation

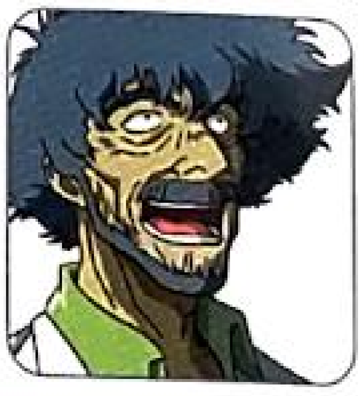


A giant body made of Lebton Carbonite alloy...is that the Volgara Titan?



Voiced by: Unsho Ishizuka





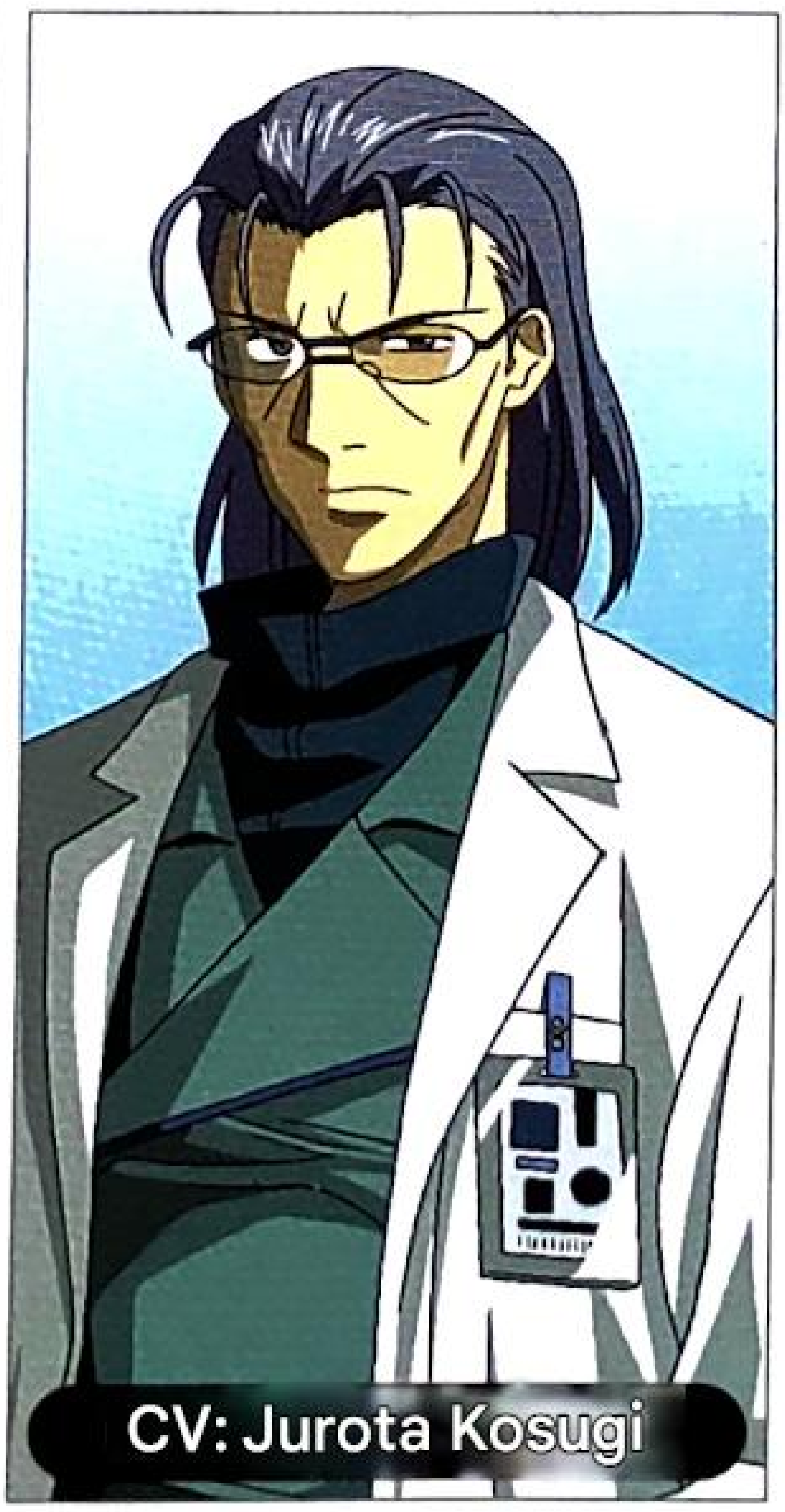
Developer of the Alchemic Drive

A German scientist. He originally developed the Alchemic Drive at a German research institute, but due to lack of funds, development was halted. With the assistance of the Trimillennial Committee, he led the development to success. Even after the committee was officially disbanded, he devoted himself to completing the Mecha with Dr. Horai, and is currently in charge of operations against Volgara.

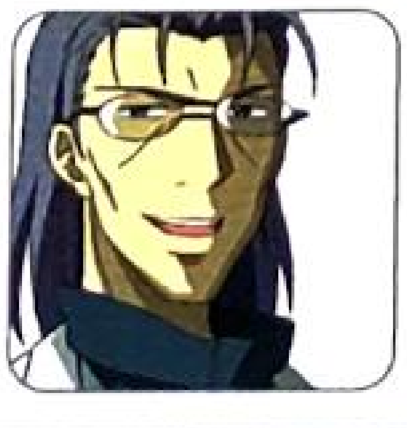
Hermann Wiltz

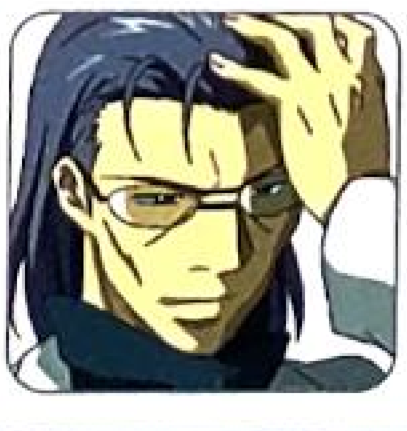
● Hermann Wiltz ● 35 years old

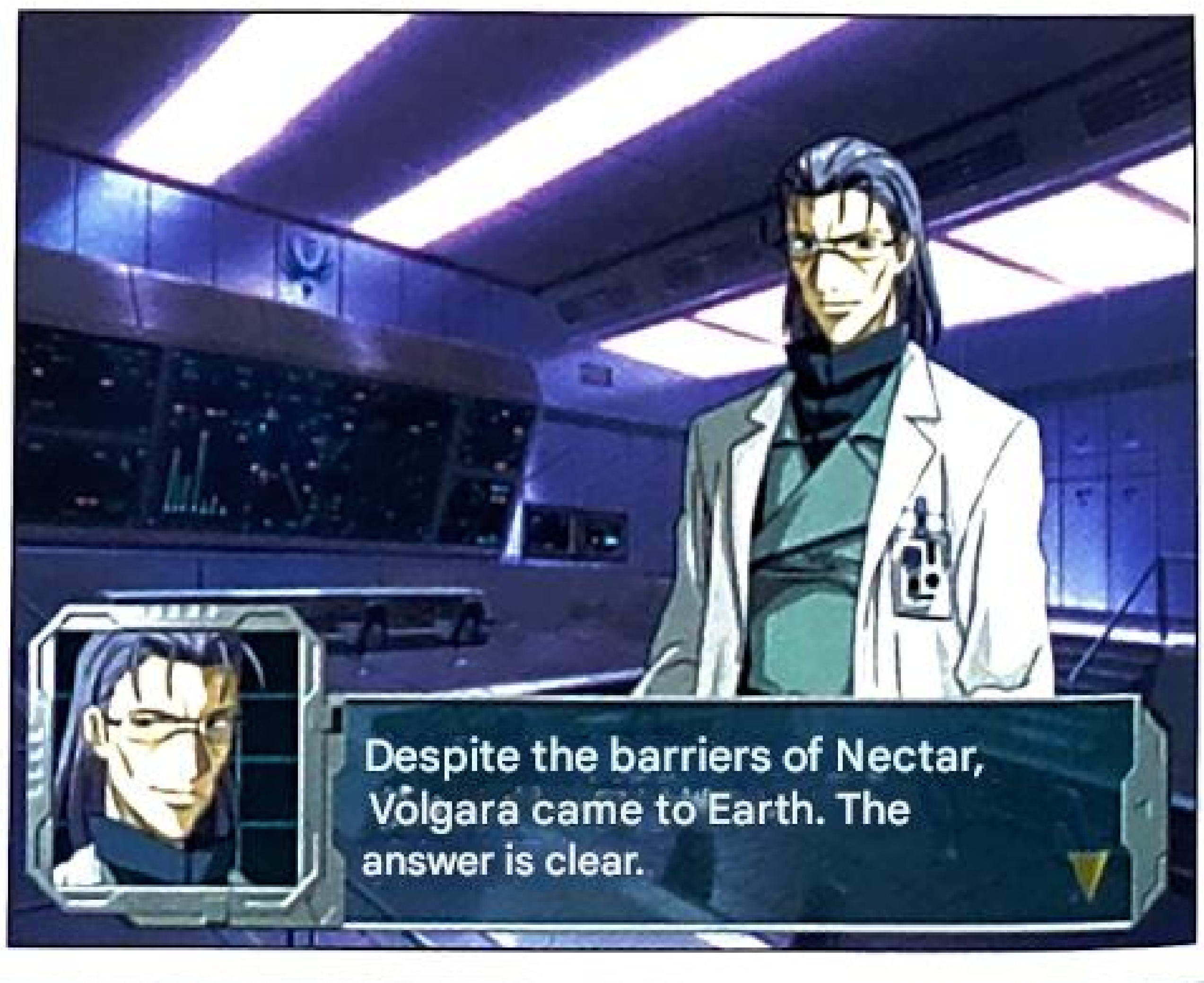
● Scientists affiliated with the Civilization Preservation Foundation



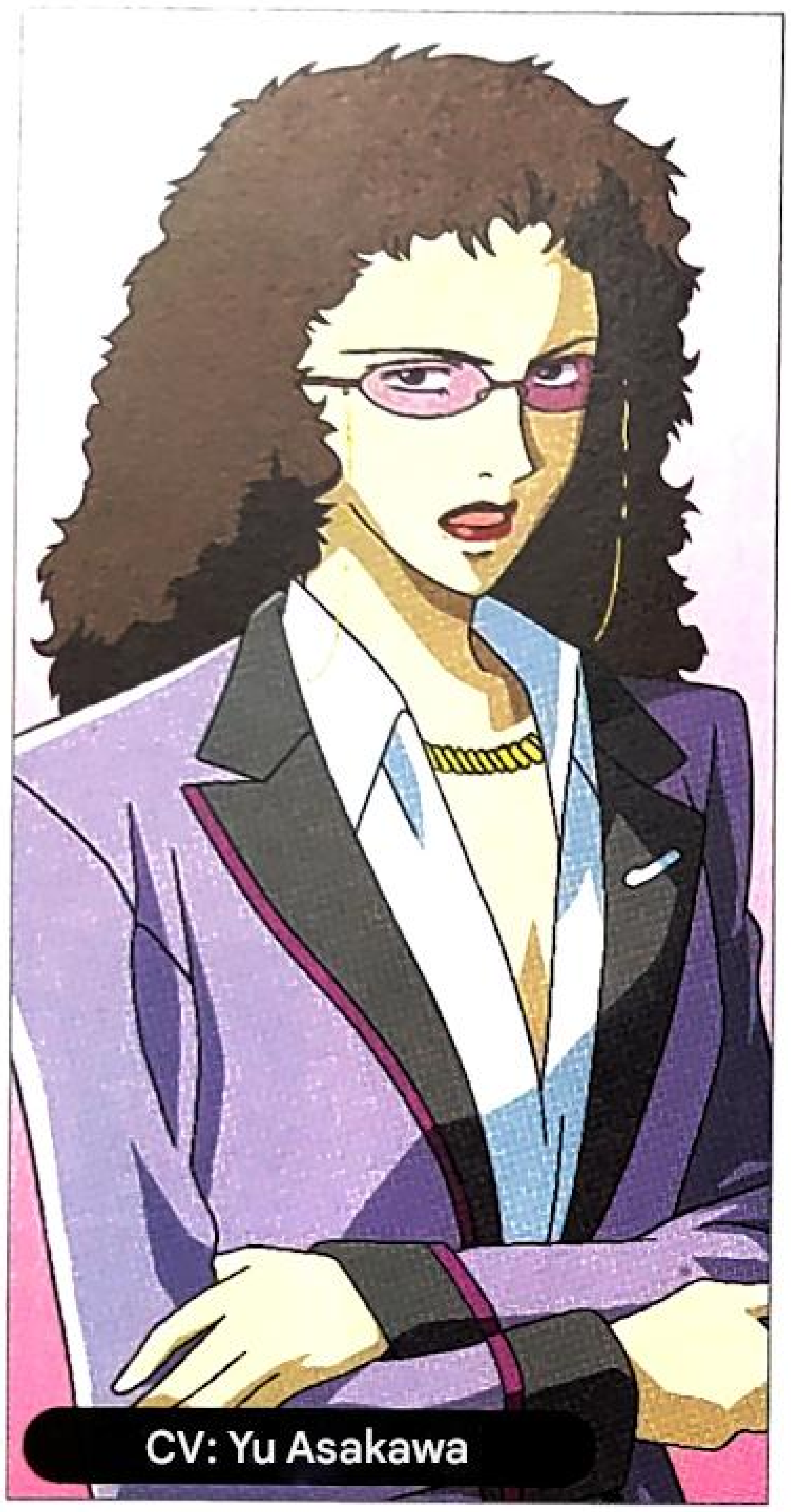
CV: Jurota Kosugi







Despite the barriers of Nectar, Volgara came to Earth. The answer is clear.



CV: Yu Asakawa

A former Ministry of Finance warehouseman at the Foundation

A talented woman who previously worked for the Ministry of Finance, she was moved by the words of the former chairman of the Civilization Preservation Foundation, who said, "Even if Tsukioka goes bankrupt, what's more important is protecting the Earth and our future generations," and has devoted her energy to running the foundation. Her words about accounting are harsh, but that's simply the flip side of her desperation to keep the foundation afloat.

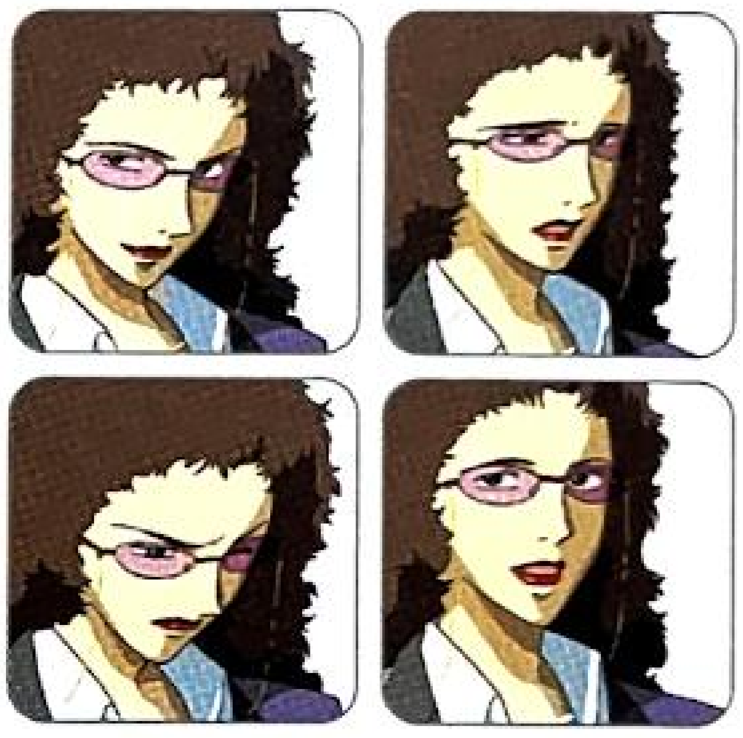
Money is what moves the world.

Saki Kyono

● Today's beginning ● 28 years old

● Accounting officer at the Civilization Preservation Foundation

Your father said that the
independence of the
Trimillennial Committee must be protected.



A gentle communications operator known as "Buddha's Kinan"

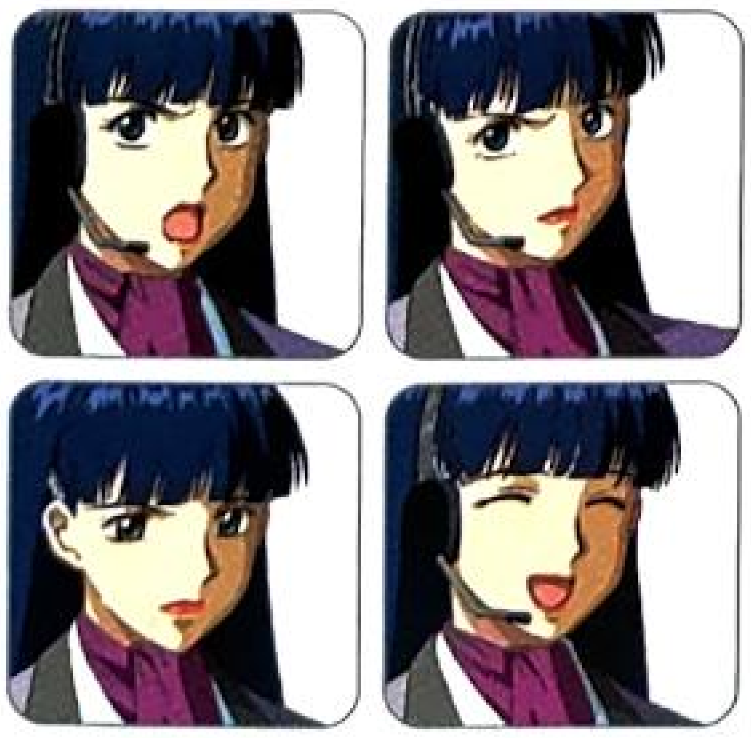
We have completed our analysis of the Volgaras
that have appeared so far.

She is a woman who is in charge of communications when the robots are in battle. In contrast to the usually strict Kyono, she has a gentle demeanor and is always smiling, so her colleagues call her "Demon Kyono, Buddha Kinami." Although she is a mature woman, she still retains her girlish side, as she has a soft-touch soft stuffed animal weakness.

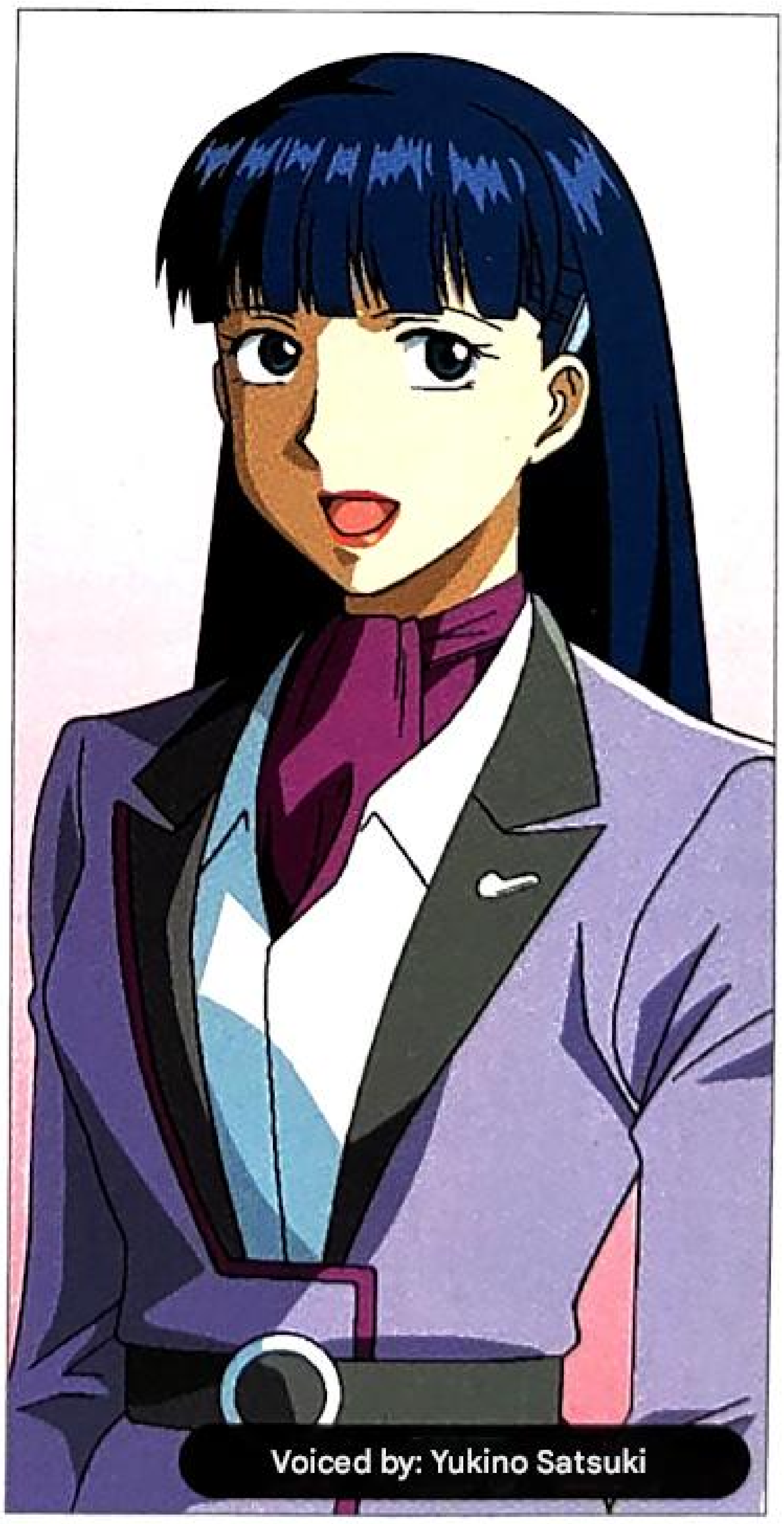
Kaoruko Kinami

● Kaoruko Kinami ● 22 years old

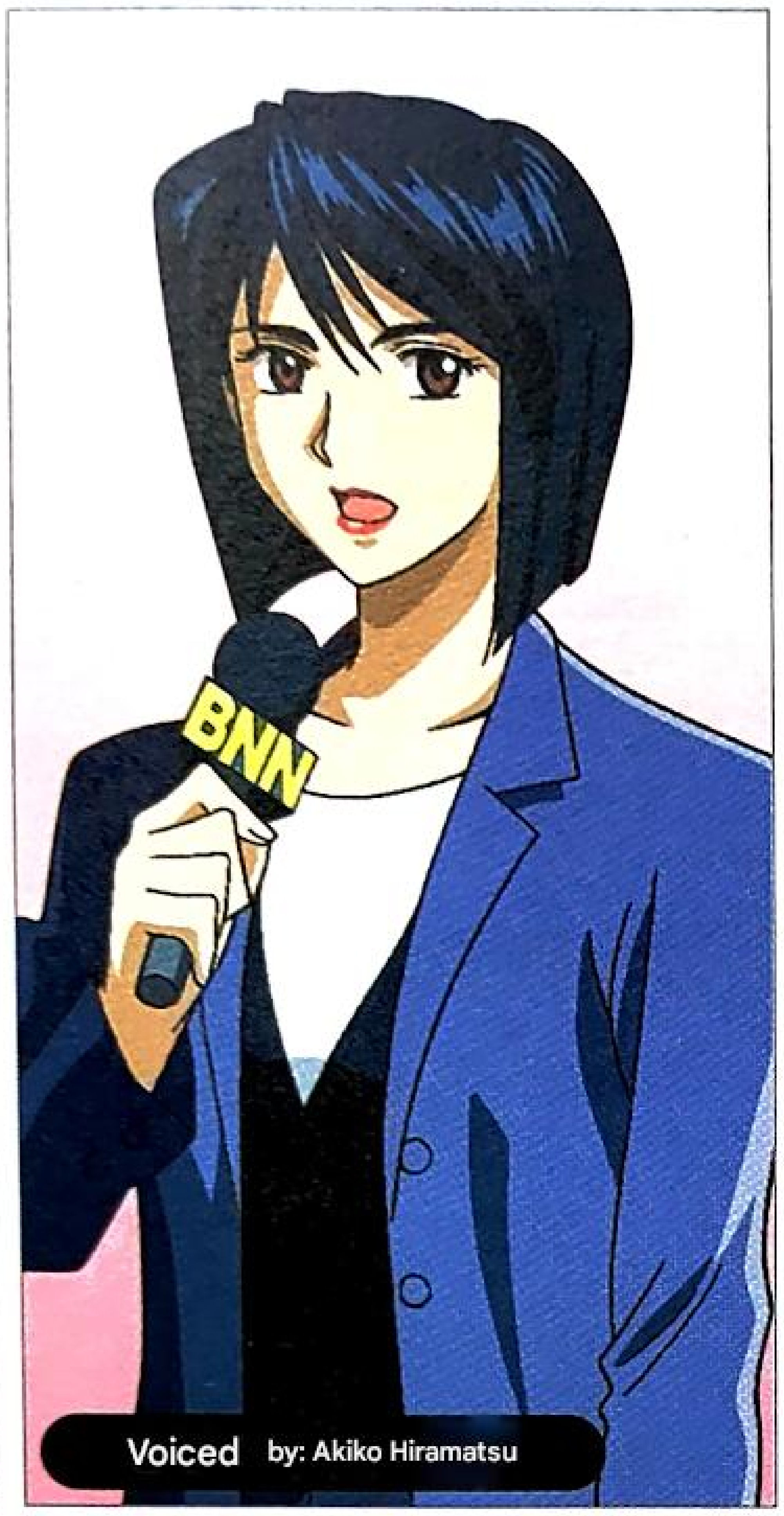
● Communications operator affiliated with the Civilization Preservation Foundation



It's hard!
街に……
A monster has appeared in town!



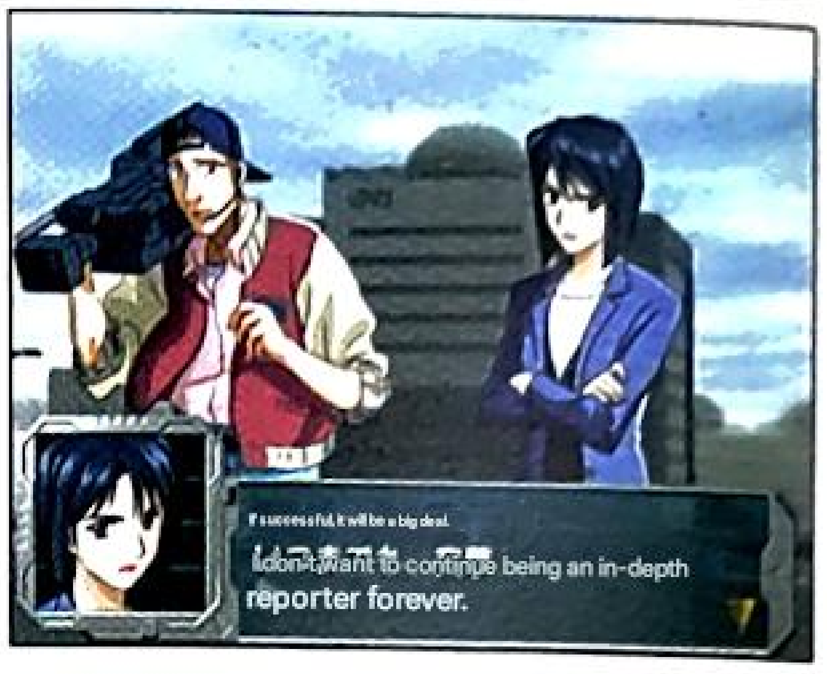
Voiced by: Yukino Satsuki



Voiced by: Akiko Hiramatsu

A reporter who admires Tomoe Kawasaki

A rookie newscaster who joined BNN because she admired Kawasaki. However, the reality was harsh and she was assigned to a reporter position at a run-down branch office called Senjo, but with her natural tenacity, she strives to become a star newscaster. She is a type who will do anything to achieve her goals, and her repeated on-the-spot reporting in hotly contested areas has caused trouble for the foundation.

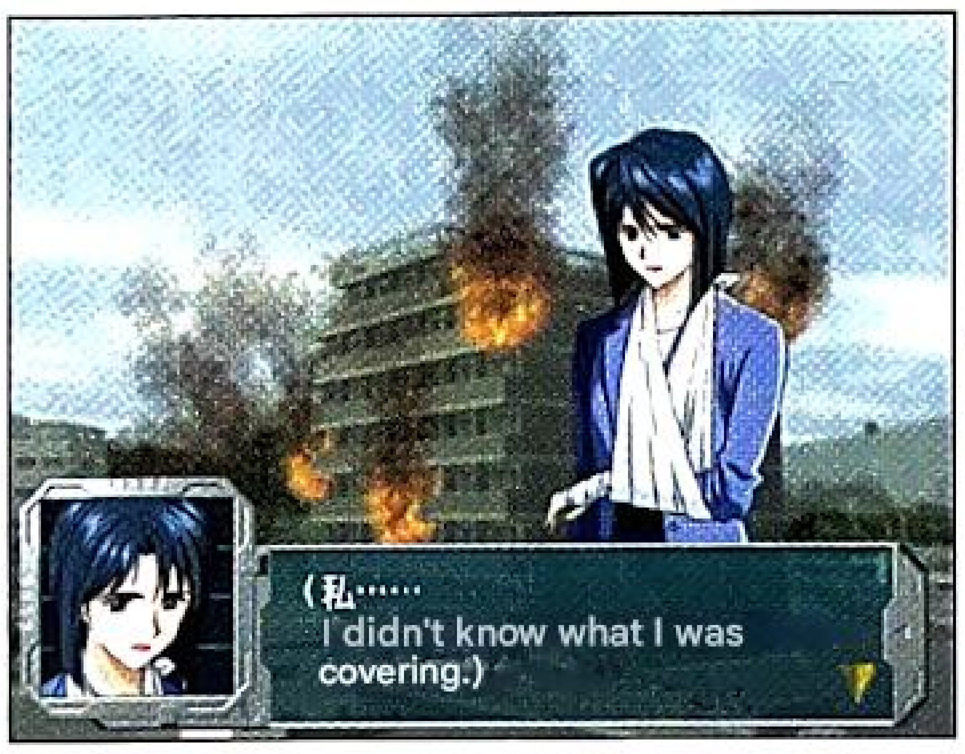


If successful, it will be a big deal.

I don't want to continue being an in-depth reporter forever.

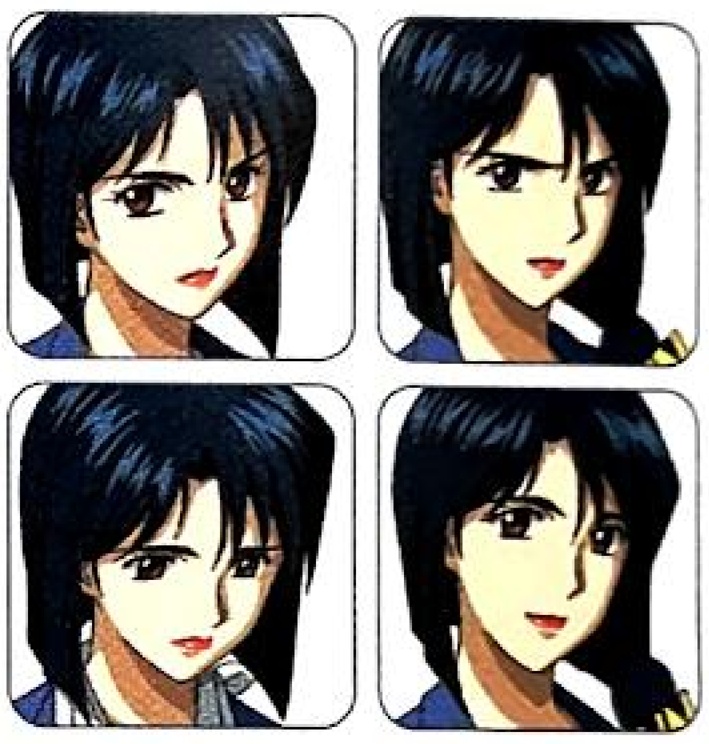
Mika Banhara

- Mika Bambara
- 25 years old
- BNN new caster



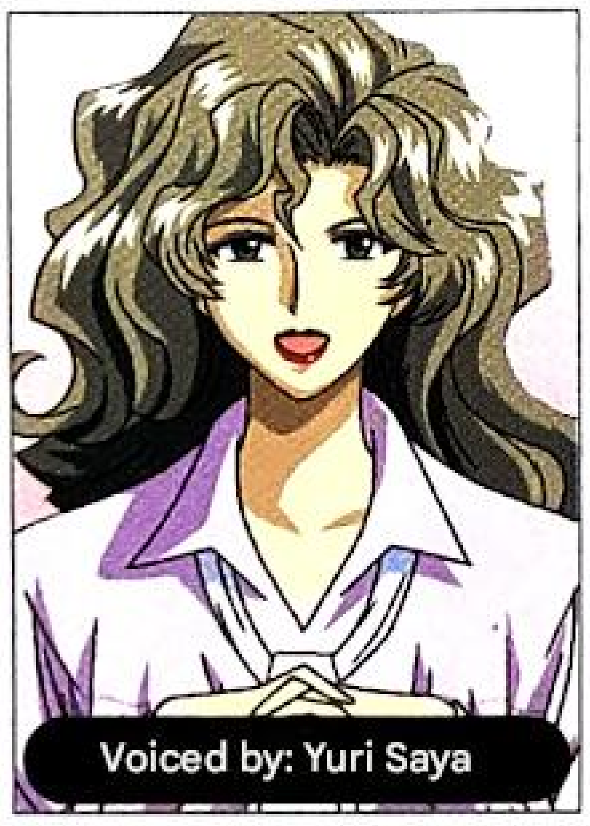
(私……

I didn't know what I was covering.)



BNN's leading love-struck newscaster

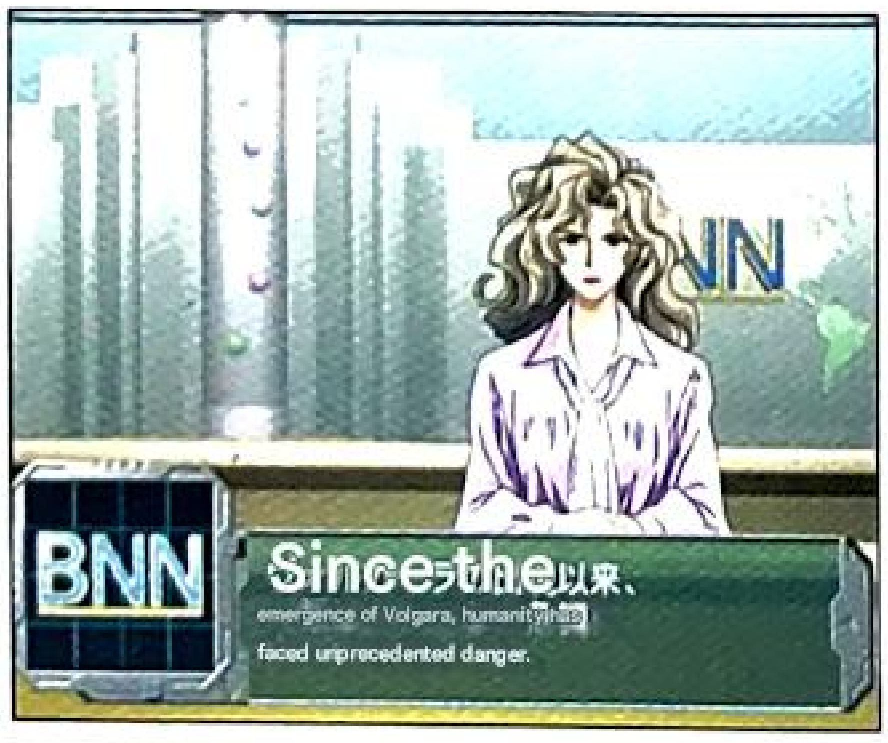
She became BNN's flagship newscaster at a young age and has maintained that position for about 10 years. Although she has had many romantic relationships and is involved in numerous scandals with celebrities, her sincere attitude towards news is highly praised both at home and abroad.



Voiced by: Yuri Saya

Tomoe Kawasaki

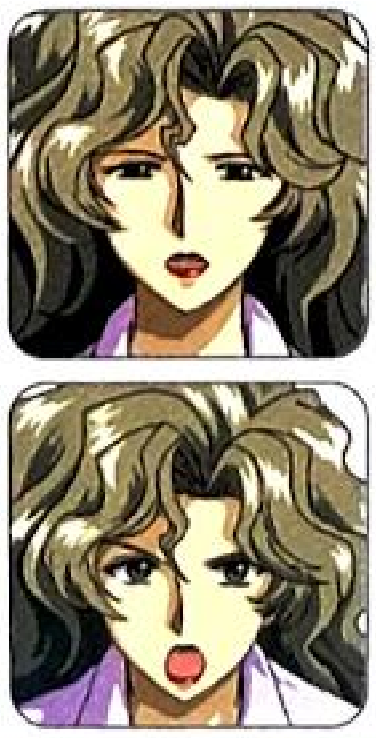
- Tomoe Kawasaki
- 34 years old
- BNN's flagship news anchor



Since the以来、

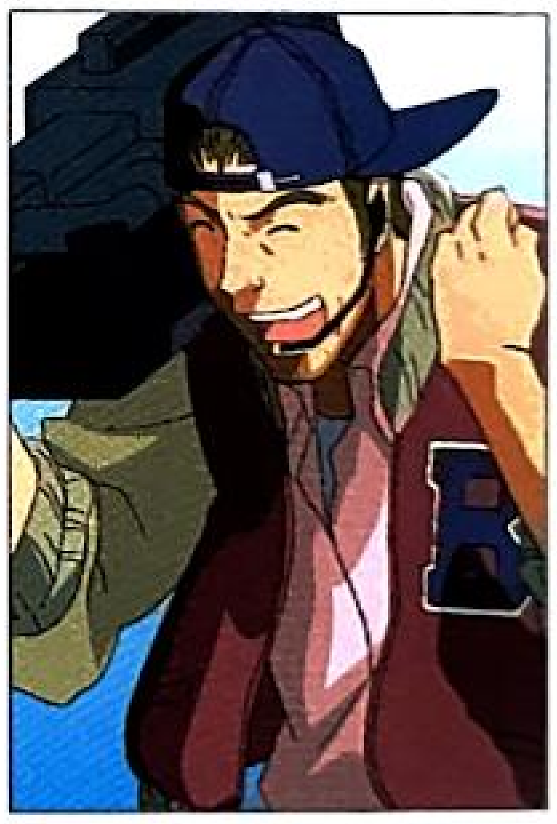
emergence of Volgara, humanity has

faced unprecedented danger.



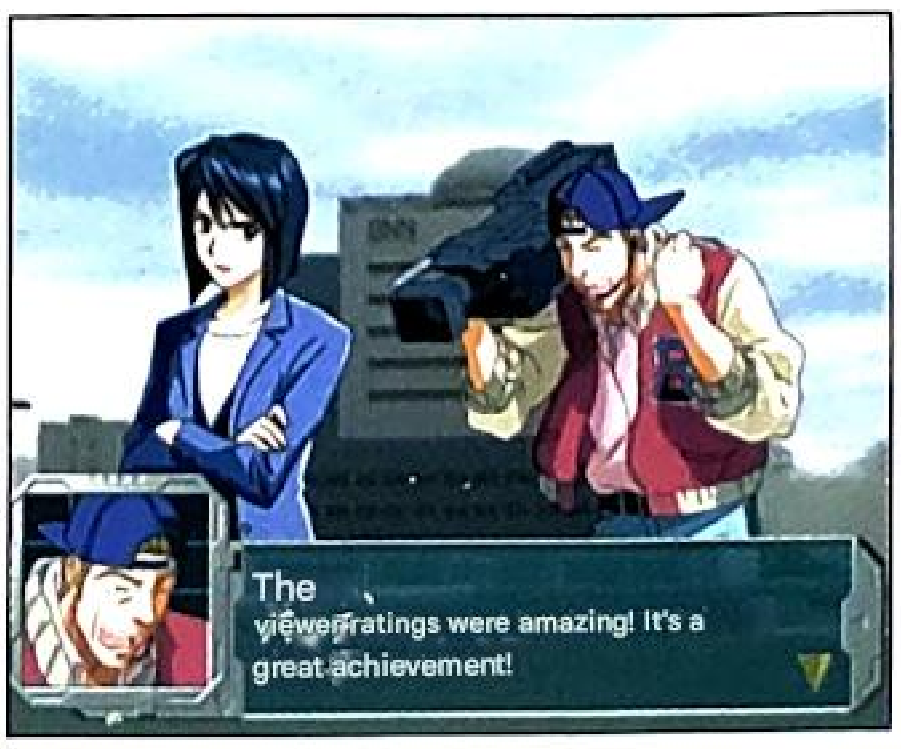
A BNN cameraman who works with Banbara

A man who has led a lackluster life as a photographer, he is dragged into a dangerous interview in a highly competitive area by Banbara's forceful personality, but he himself is hoping to use this interview as a turning point to advance to a senior position.

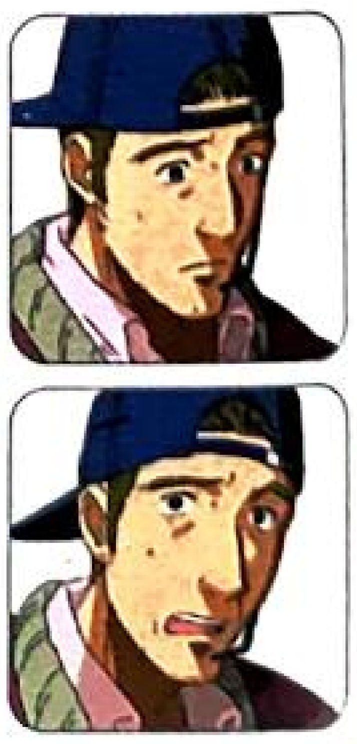


cameraman

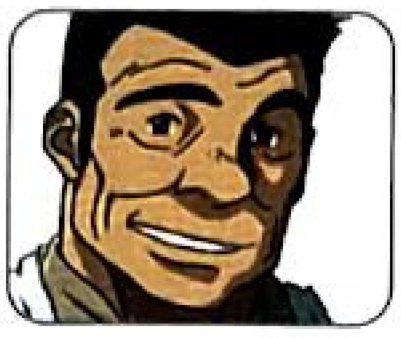
- Real name unknown
- BNN photographer



The viewer ratings were amazing! It's a great achievement!



Takeshi Yao

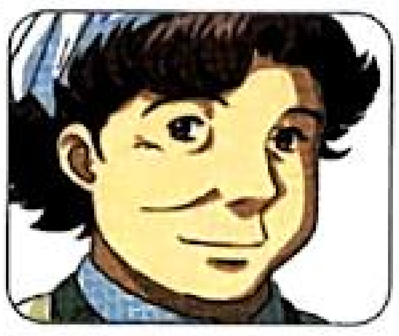


● Takeshi Yao

● Owner of the Yaoya fruit and vegetable store

The owner of a small fruit and vegetable store is proud of his "cheapest vegetables!" He is a kind man who cares about Nanaho, whom he hires as a part-timer, and treats her like family.

Mitsuko Yao

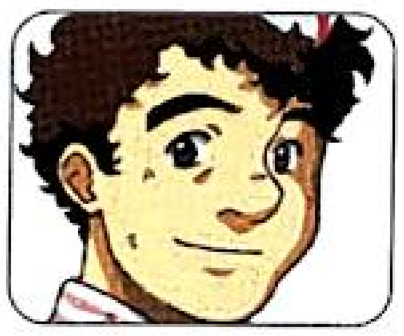


● Yao Mitsuko

● Yaoya's owner's wife

Yao Takeshi's wife. She is a warm-hearted woman who grew up in the downtown area, and worries about Nanaho, who lives alone, and suggests she get a live-in part-time job.

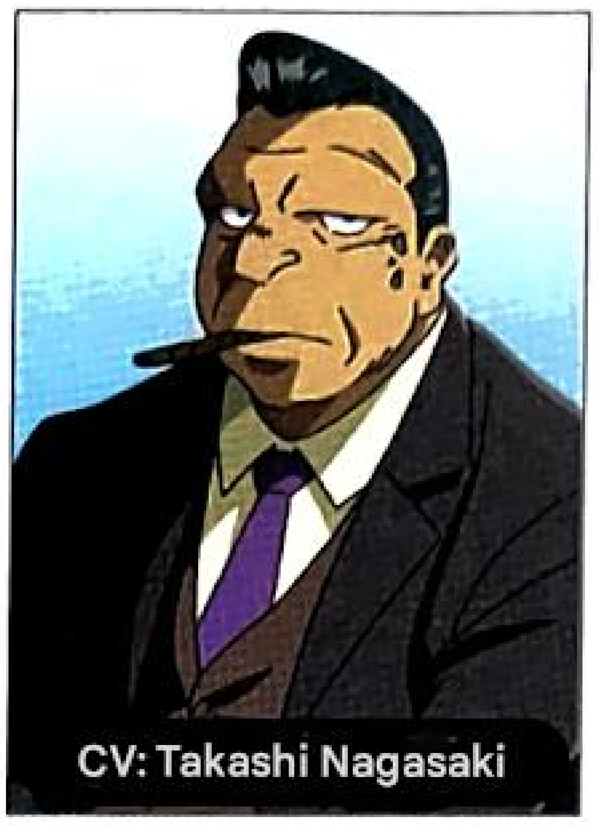
bakery manager



● Real name unknown

● Bakery Panda Bakery Manager

He is the manager of the bakery where Nanaho works part-time. He dotes on Nanaho, who is the shop's poster girl, but he is worried about the fact that he can't raise her hourly wage much during wartime.



CV: Takashi Nagasaki

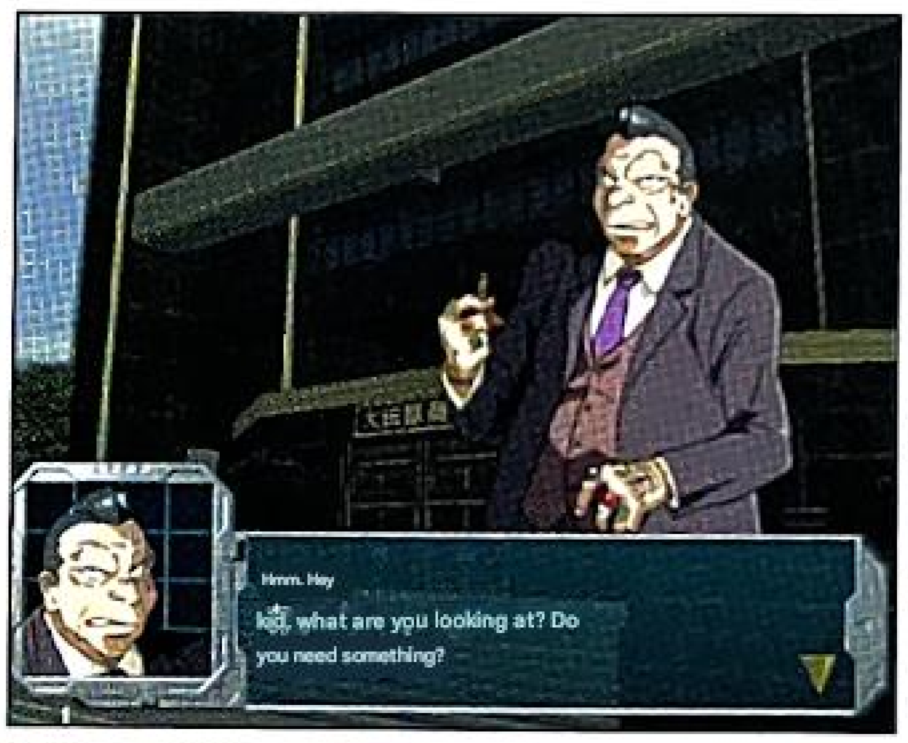
A selfish and greedy merchant

He is a typical unscrupulous merchant who is willing to do any dirty deed for money. The company he runs, Otawara Shoji, is notorious for taking advantage of the war with Volgara to carry out illegal land grabs, causing trouble for Nanaho's part-time job.

Kyoji Otawara

● Kyoji Otawara

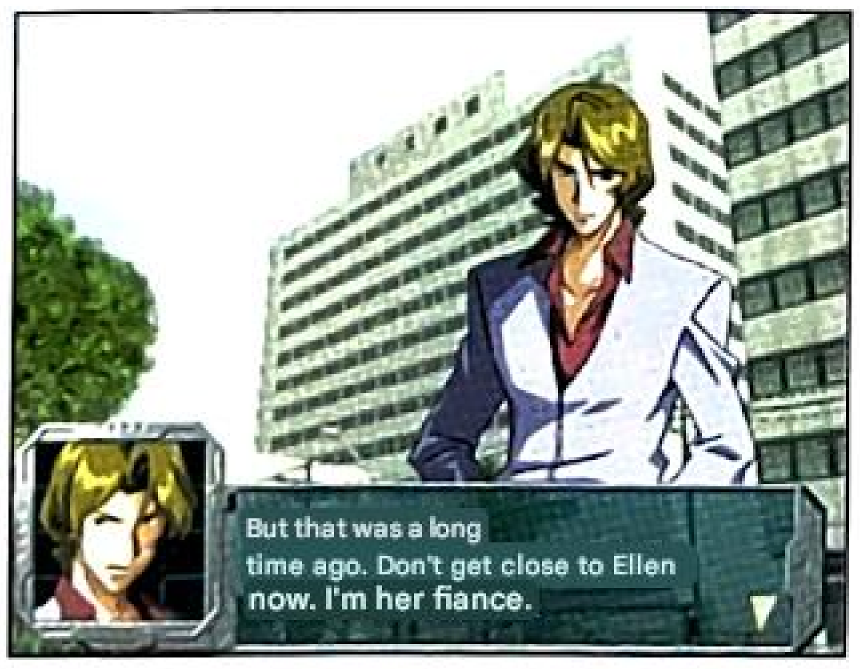
● President of Otawara Shoji



Hmm. Hey

kid, what are you looking at? Do you need something?

Ellen's proud fiance



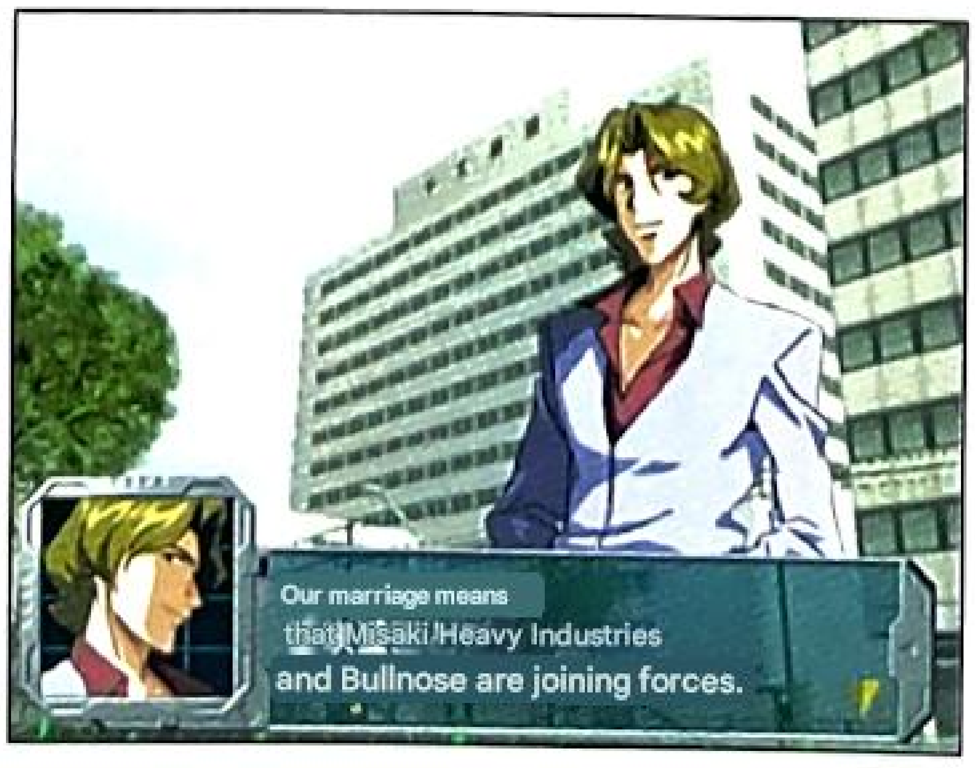
But that was a long time ago. Don't get close to Ellen now. I'm her fiance.

He is the heir to the booming Misaki Heavy Industries, and a showy man with no humility whatsoever. However, despite his young age, he has proven himself to be a capable manager, and is well-liked by his colleagues as a reliable young president. He is also deeply in love with his fiancée, Ellen, and is always thinking, "I want to become a man worthy of her."

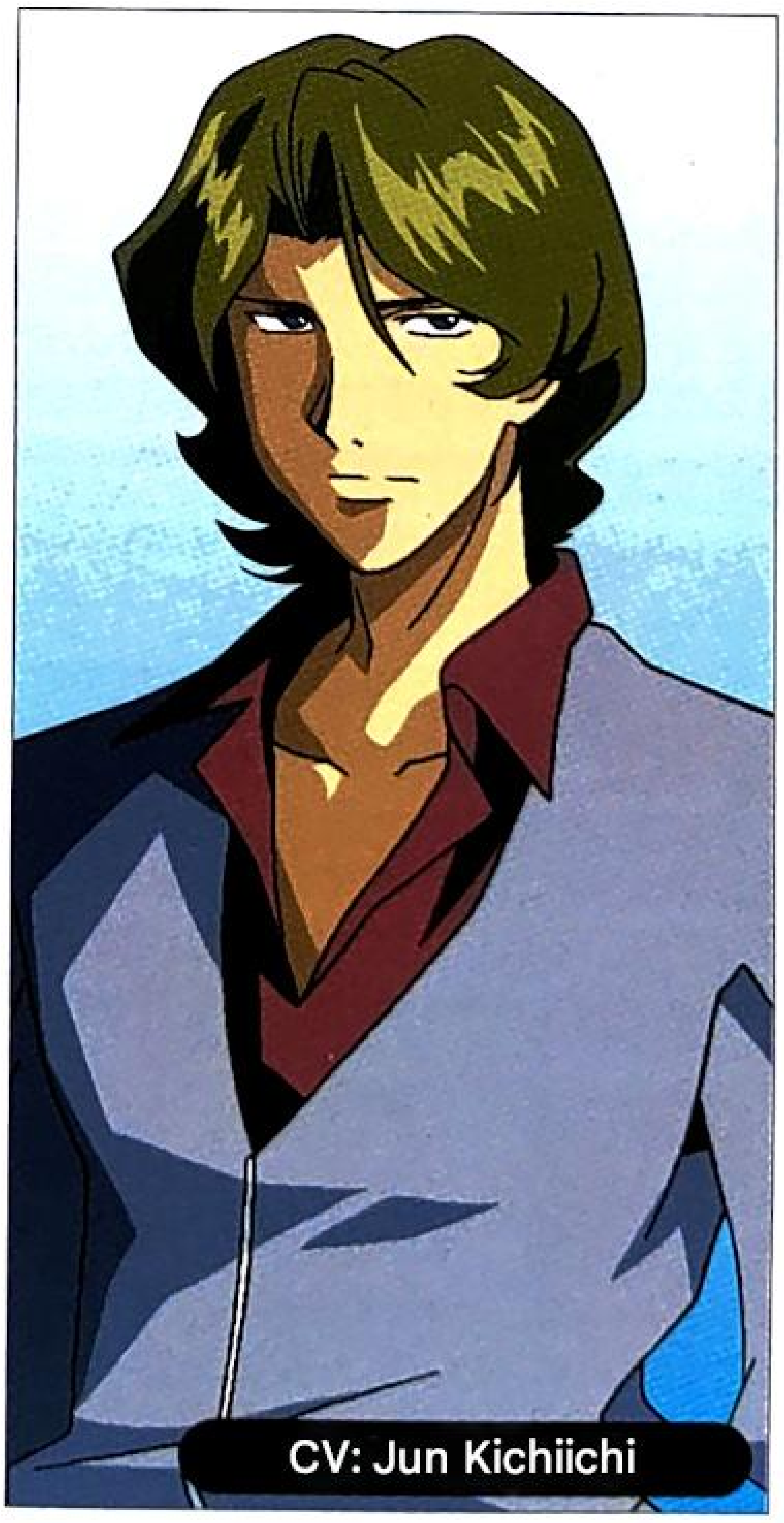
Misaki Masaru

● Misakisho ●17 years old

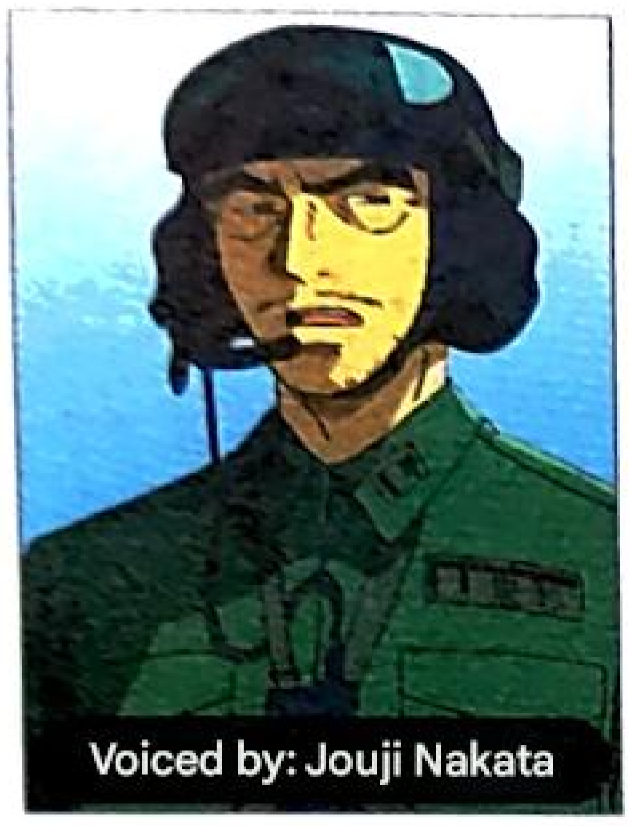
● Heir to Misaki Heavy Industries



Our marriage means that Misaki Heavy Industries and Bullnose are joining forces.



CV: Jun Kichiichi



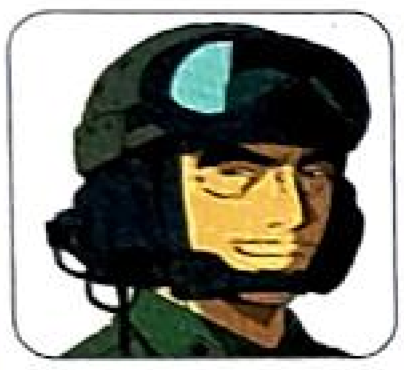
A rugged tank driver who continues to protect Senjo

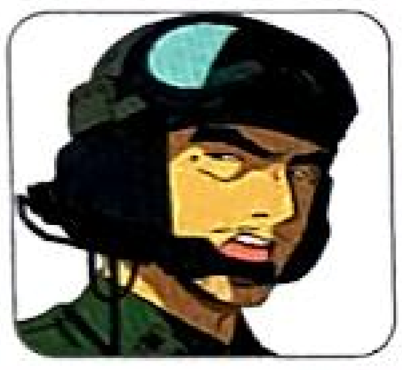
A member of the Self-Defense Forces, born and raised in Senjo City. He has a quiet and calm personality, but harbors a strong sense of mission and responsibility. He serves as the commander of a tank unit and is seeking revenge for the many subordinates he lost in the battle with Volgara.

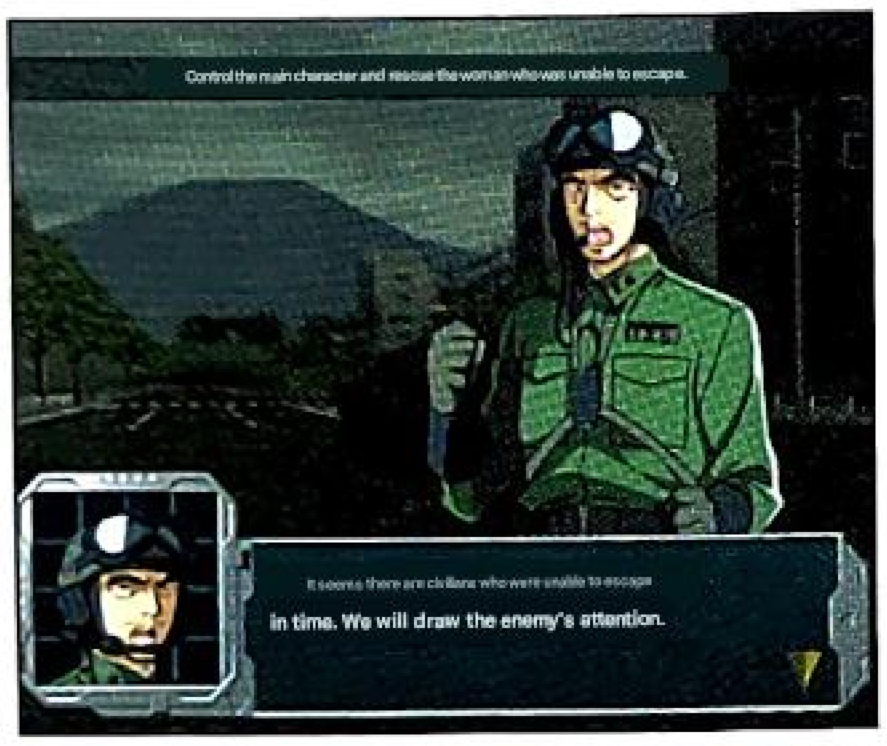
Shinichiro Kurosugi

● Kurosugi Shinichiro

● ▶Self-Defense Force Lieutenant

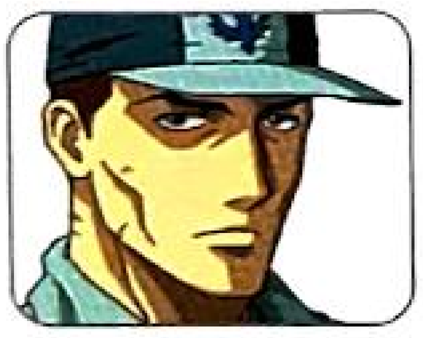






Control the main character and rescue the woman who was unable to escape.

It seems there are civilians who were unable to escape
in time. We will draw the enemy's attention.

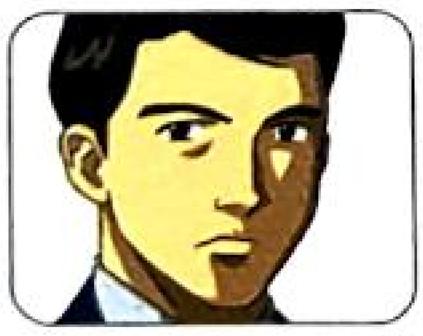


maintenance worker

● Real name unknown

● A maintenance worker from the Civilization Preservation Foundation

The mechanics in charge of maintaining the robots. They rarely appear in the story, but we must not forget that it is their tireless maintenance that allows the robots to take to the skies.

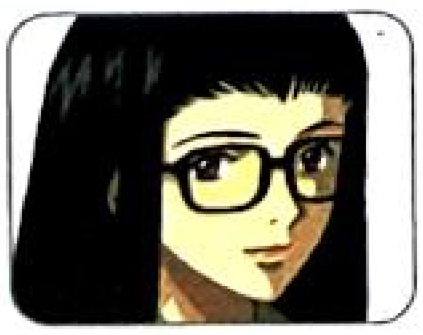


employee

● Real name unknown

● Misaki Heavy Industries employee

An employee of Misaki Heavy Industries. He appears very rarely in the story. He is extremely polite to Katsu, the heir of the family, and this is the result of his employee training.

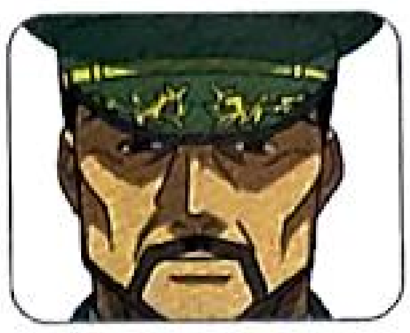


insurance doctor

● Real name unknown

● Senjo Daiichi High School nurse

He is a school nurse working at Senjo Daiichi High School. He once mistook Nanaho, who collapsed from malnutrition due to poor diet, for an unreasonable diet, so he is not exactly a great doctor.

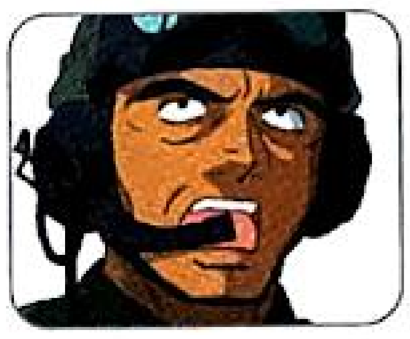


Chairman of the Joint Staff Council

● Real name unknown

● Chairman of the Joint Staff Council of the Self-Defense Forces

A man who effectively serves as the head of the Self-Defense Forces. He decided that the Self-Defense Forces' military strength was no match for Volgara, and sought help from the Foundation that owns the robots.

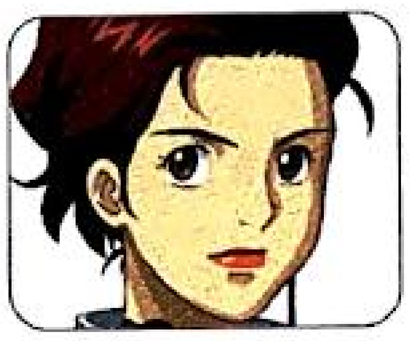


Self-Defense Forces Colonel

● ▶Real name unknown

● ▶Commander of the 7th Division of the Japan Self-Defense Forces

He is a lieutenant colonel and commander of the 7th Division of the Japan Self-Defense Forces, the largest tank unit in Japan, stationed in Hokkaido. At the request of the government, he continues to fight against the Volgara across Japan.



Captain Hayakawa

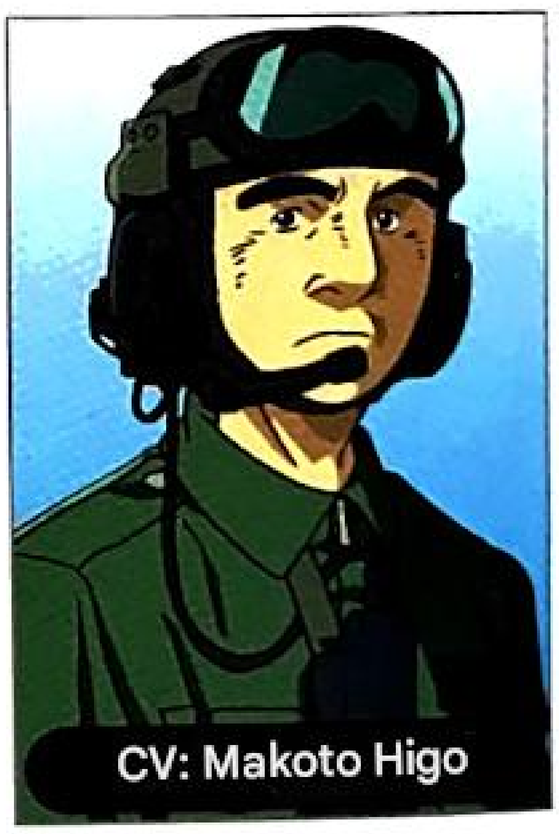
● ▶Real name unknown (Last name: Hayakawa)

● ▶Evacuation guidance team leader

She is Ellen's superior and serves as the captain of the evacuation guidance team. She takes pride in her job of saving people's lives and has excellent rescue skills.

A slightly timid subordinate of Kurosugi

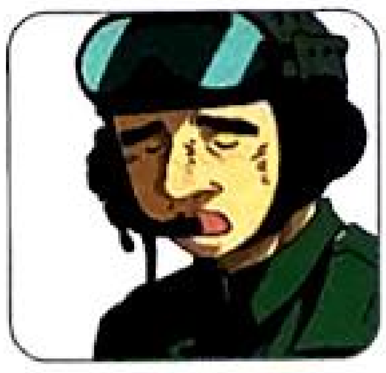
A subordinate of Kurosugi, he is one of the few survivors of the tank corps that was annihilated in the battle with Volgara. Although he is timid and timid, he has a strong sense of duty, and although he complains about the adversity he faces, he continues to protect Senjo City without leaving Kurosugi's side.

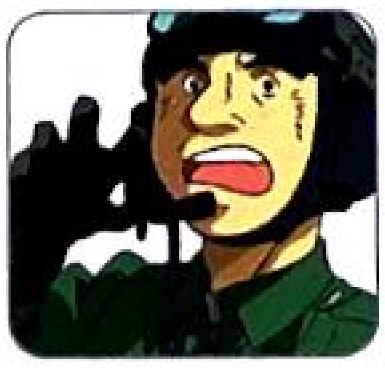


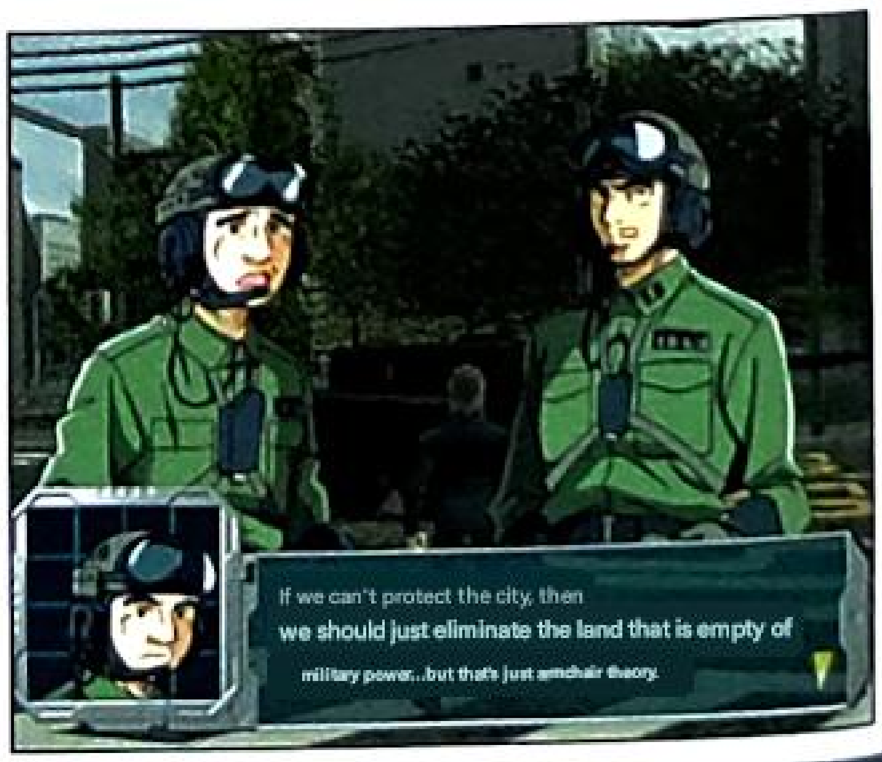
Takeshi Yamano

● Takeshi Yamano

● ▶Army Private in the Self-Defense Forces







If we can't protect the city, then
we should just eliminate the land that is empty of
military power...but that's just armchair theory.

>>> System analysis

gigantic drive
GIGANTIC DRIVE
Holy, holy, holy is the LORD of hosts; the whole earth is full of his glory.

018 mode
019 Game progress
020 How to view and operate the screen, and how to control the main character
022 machine operator operations
024 Machineman's basic skills
026 modification
028 event
030 reward
031 technique
036 map

Choose from five menus and
enjoy single player or competitive play.

mode

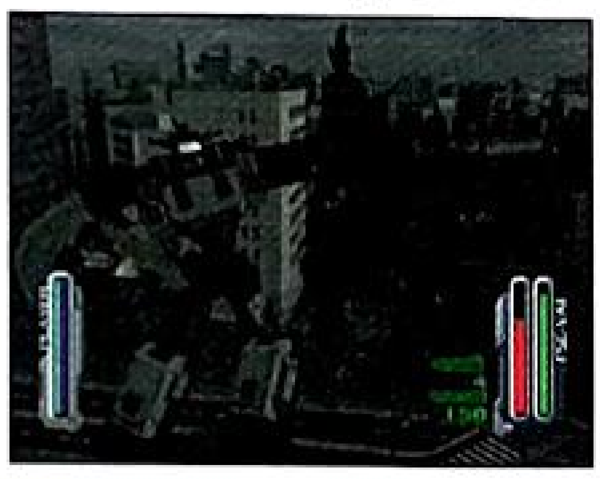
The main mode of this game is Story Mode, where you become the protagonist of the story and control the robot to fight enemies. The other modes are sub-modes, and you can clear them in Story Mode.

There are various modes available, including Challenge Mode, where you can freely choose and play missions, and VS Mode, where you can compete against other players.

Story -Story mode-

Main mode of this game

The game's main mode consists of 53 episodes plus an epilogue. At the start of the game, you choose one of three protagonists and one of three robots to play as. The only differences between the protagonist and robot you choose are the wording of lines and branching missions (see page 66), but the story remains essentially the same. Note that you cannot change the protagonist or initial robot mid-game, so you should think carefully before making a decision to avoid regrets later.



Control the main character and the robot to clear the game.

Story mode features

Enjoy everything up to the epilogue	You can only see the epilogue once you clear this mode.
The story changes depending on the protagonist and robot.	The love interest changes depending on the protagonist's gender, and some missions change depending on the robot.
Affects other modes	The number of missions available for selection in Challenge Mode and the number of robots available for use in VS Mode will increase.

Training -Maneuvering training-

Mode to learn basic operations

This mode allows you to practice controlling the main character and robots. It's a good idea to play this mode first to get used to the controls before playing story mode.

Training
Decadentation
You can.

There are two types of missions available.

Space Creature Dantalion Invasion

This mission allows you to practice the more basic operations of the basic controls. Follow Professor Wiltz's instructions to learn the controls.

Main training content

- Operation of the main character
- Movement of pilots
- Basic technique operations

Heavy weapons handling training

This is a mission where you can learn how to operate the various weapons that the robots can use. It's not essential, but learning it will be useful in story mode.

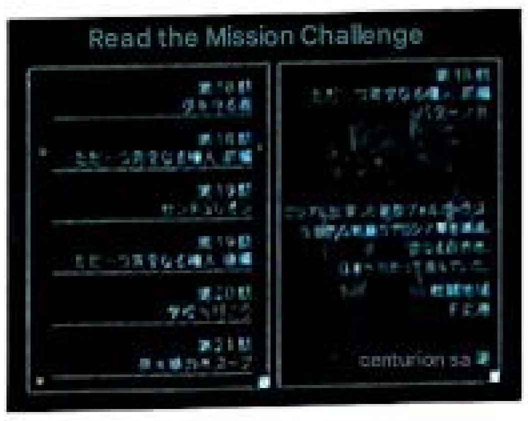
Main training content

- Operation of optical weapons
- Operation of live ammunition weapons
- Arm weapon

Challenge -Mission Challenge-

Play a mission you've already completed

You can freely select and play any mission you have completed in story mode. Events and battles will occur, but you will generally not be able to see any news after completing the mission.



It is useful for checking the mission details.

Differences from story mode

Free to play	You can freely choose the protagonist and robot (there are some exceptions).
Some events are not visible	Events that require specific conditions cannot be seen.

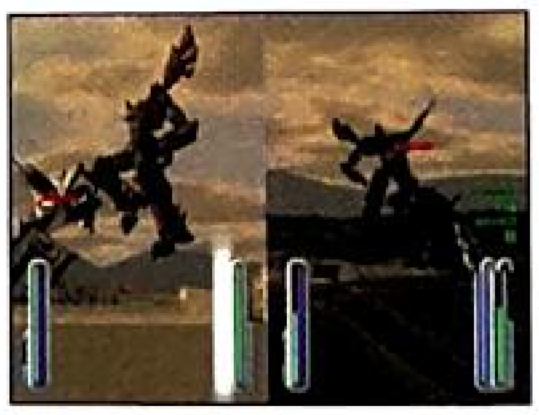
VS one match one

Enjoy battles using your favorite robots

Choose your favorite hero and robot and enjoy one-on-one battles. Initially, there are only a few selectable robots and maps, but as you progress through the story mode, the number of available robots and maps increases, and eventually all of them become selectable. In addition, some of the robots' techniques are also added as you progress through the story mode (see page 35).

Battle mode
PLAYER1
PLAYER2

If it's a battle, it's the same character. A battle against [illegible] is also possible.



The battles are fought on a screen split into two halves, left and right.

Option -Option-

Mode where various settings can be made

You can change various settings related to the game's playing environment. System data records the progress of Story Mode, the maps and robots available in VS Mode, the number of missions in Challenge Mode, and more.

menu of options

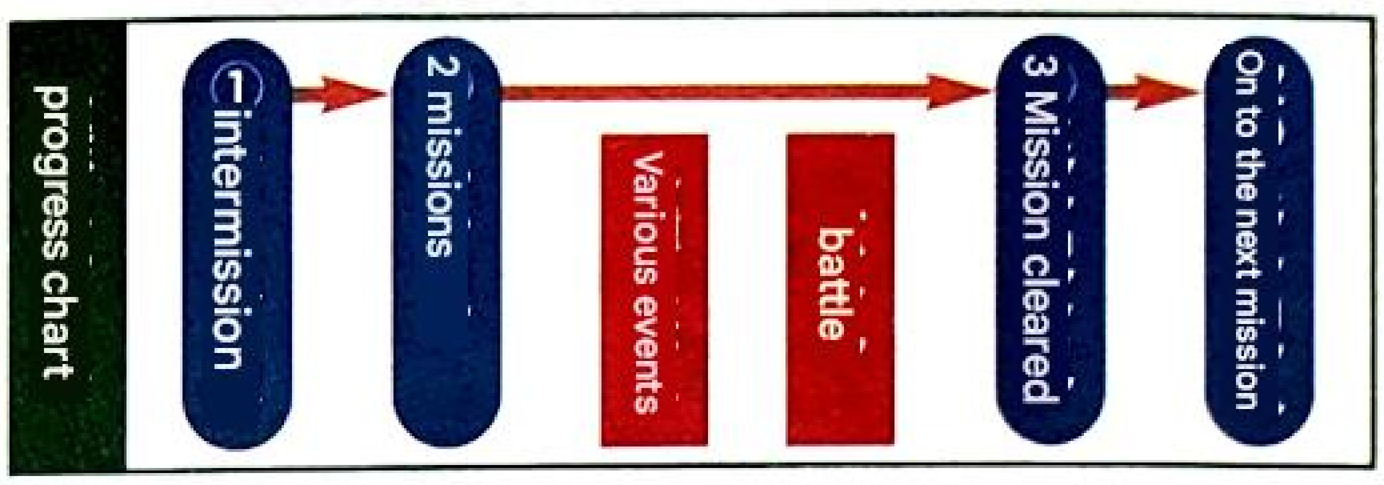
Save/load system data	System data can be saved and loaded as desired.
sound	You can choose between stereo and mono audio during the game.
vibration function	You can turn the vibration function on and off.

Learn the flow of the game and progress through the story

Game progress

The story mode, which is the main part of this game, basically follows the progression chart on the right. However, there are some exceptions, such as missions in which no enemies appear.

Let's clear the missions one by one.



① Intermission

During intermissions, you can select from the various commands listed in the table on the right. Depending on the mission, there may be a simplified intermission in which "Hangar" and "Laboratory" cannot be used.

Intermission
◀Laboratory▶

⬅ and data can be saved.

Menu during intermission

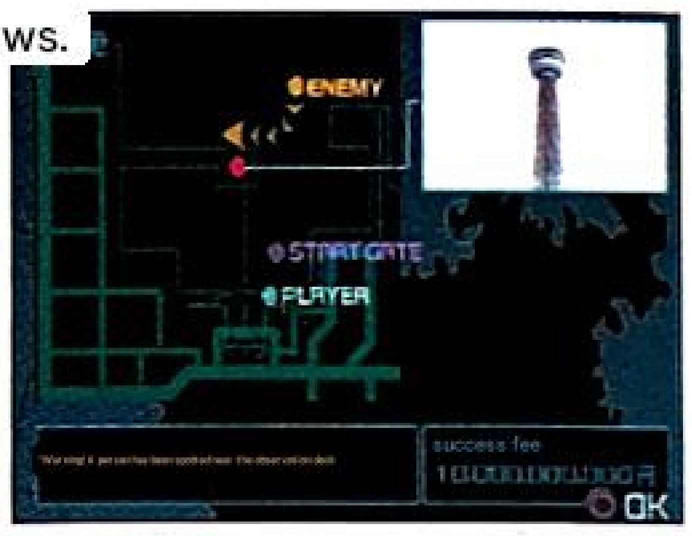
Next Missions	...Proceed to the next mission
Hangar	··········· Checking the modifications and equipment of the robot
Laboratory	······ Check the main character's modifications and equipment
Save Load	············ Saving and loading data
Option	···················· · Change various settings
Exit	······················ - Exit the game and go to the main menu

②Mission

When a mission begins, BNN news and a conversation scene with the main character are inserted, followed by an explanation of the mission's contents. After that, the player can control the main character, and must complete the mission as explained. The basic pattern for a mission is to trigger an event and win a battle against the enemy to complete it. If the durability of either the robot or the main character reaches zero, the game is over, but by selecting RETRY, the player can start the mission over from the beginning.

↓Most missions start with BNN News.

I was doing it.



◆At the start, you can see a map showing the enemy's invasion route, etc.

Various events

During the mission, various events will occur if the conditions listed below are met.

It is displayed in the upper left corner of the screen.

Event occurrence conditions

passage of time	An event will occur after a certain amount of time has passed without you doing anything.
Move to a specific location	Occurs when you reach a specific point, such as a designated location.
Collapse of certain buildings	This occurs when certain buildings, such as Nanaho's part-time job, collapse.

battle

Most missions are completed by defeating the enemies that appear on the map. At first, you will often fight one-on-one with enemies, but as the mission progresses, you may find yourself in unfavorable battles with a greater number of enemies, such as one-on-two or one-on-three. In some missions, enemies other than robots may appear, or there may be restrictions on the selection and control of robots. There are also missions that do not involve battles.

⬅ Machine vs. Volgar Ra's The main focus is combat. There are also missions where ⬅ mysterious monsters appear.

③ Mission clear

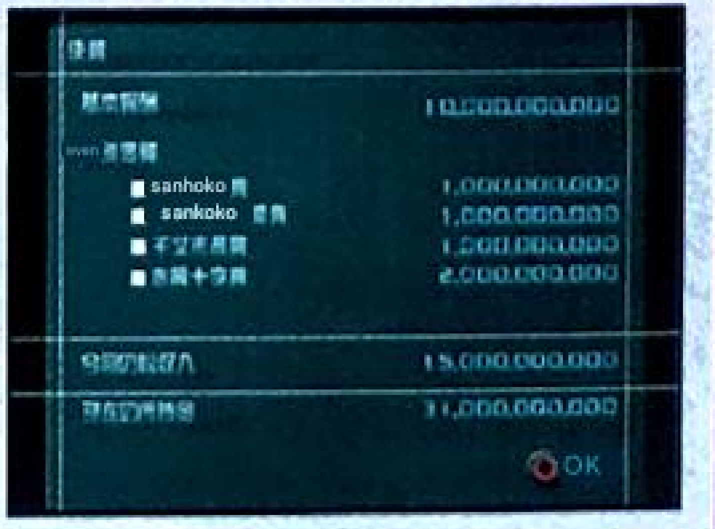
After completing a mission, the total amount of damage on the battlefield map and information on collapsed buildings will be reported via BNN News. Also, for missions that offer rewards after completion, the reward amount based on the damage will be reported after BNN News. Note that certain events occur after the reward report has finished, so be sure not to miss them.

I will fulfill that role.

⬅ Some events occur after clearing the game.

About the rewards you get when you clear the page

After episode 8, You will receive funds as a basic reward for clearing each mission. In addition, if you cause less damage to the city, you can receive more funds as a special reward. The funds you earn will be used to modify the main character and the robots.



⬆ Basic compensation and special compensation based on damages

The total amount of rewards is the total income.

Learn how to view and operate the screen before playing

How to read and operate the screen

One of the attractions of this game is that you can move the main character and robots like your own limbs. To do this, it is important to first learn how to look at the screen and how to control the main character and robots. The robots are particularly unique, so we will summarize them here. Please read this carefully and make sure to master it. There are two ways to control the robot: NORMAL and EASY. If you are not good at controlling the robot, you should choose EASY, which is easier to operate, and then switch to NORMAL once you get used to it.

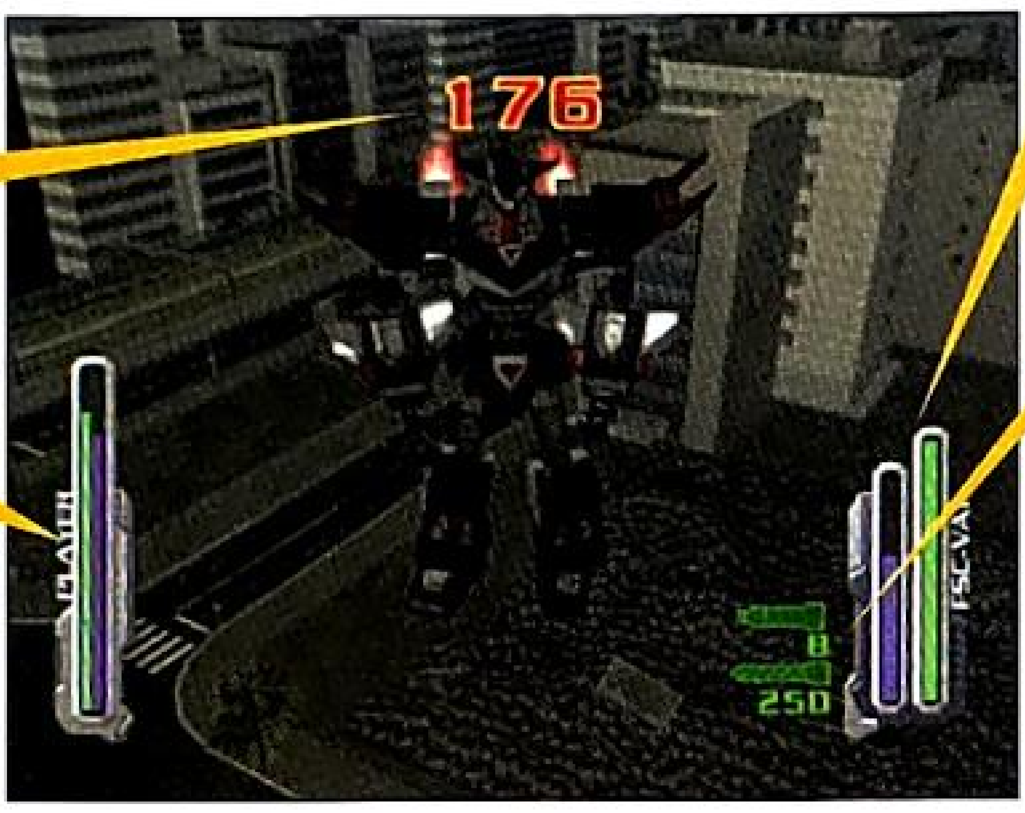
"How to read the screen

[Time limit in mode]

This appears when a special mode is activated. If the displayed number reaches zero, the player will self-destruct and the game will be over.

[Main character gauge]

The left side is a durability gauge that shows the protagonist's stamina, and the right side is a gravity gauge that shows the amount of time the protagonist can fly. Modifying the gauge will increase it slightly.



[Kijin Gauge]

The left side is an energy gauge that shows the energy consumed when using certain techniques, and the right side is an endurance gauge that shows the robot's stamina.

[Weapon ammo count]

Displays the number of bullets for ammunition weapons. The icon indicates the weapon type, and the number indicates the number of remaining bullets. The maximum number of ammunition can be increased by modifying.

*Depending on the mission, facial graphics and dialogue may appear at the bottom of the screen, and a live monitor may be displayed in the upper left.

"How to read the map

① [Machine location]

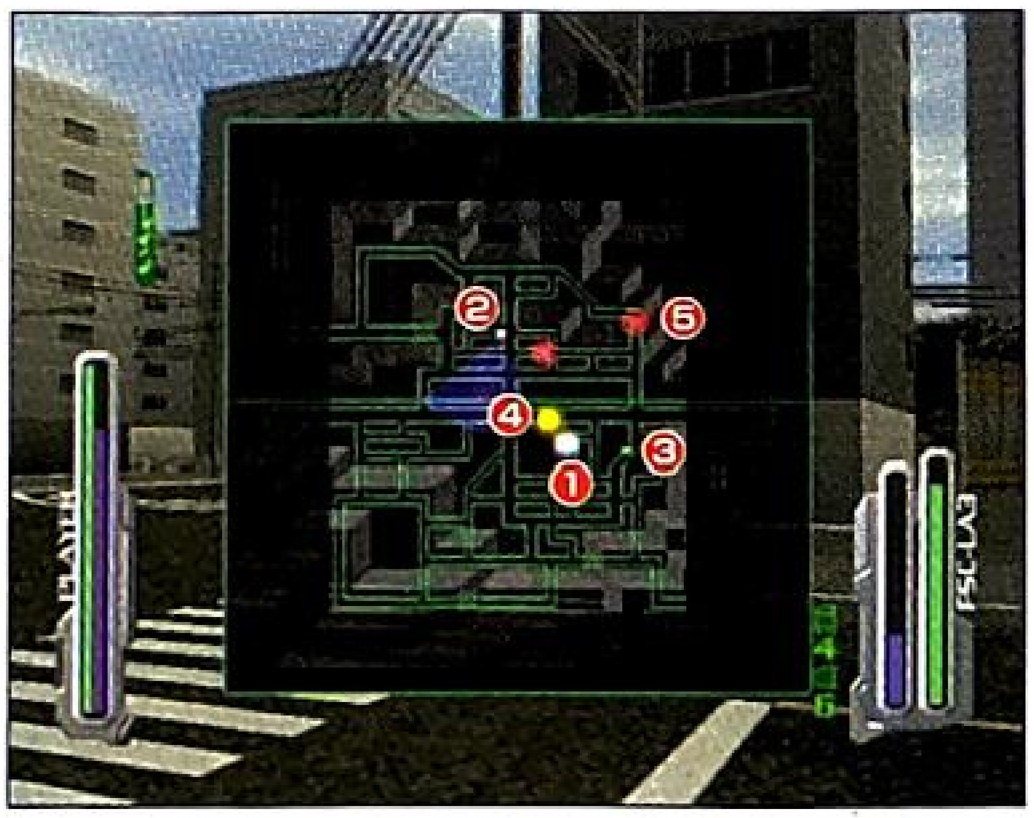
Displays the robot's current location.

② [Position of the main character]

This displays the protagonist's current location. The fan-shaped area indicates the direction the protagonist is currently facing.

③ [NPC]

Indicates the main characters other than the protagonist.



④ [Position of enemy robot]

Shows the current location of enemy robots. Unlike the map at the start of the mission, it does not show the enemy's invasion route.

⑤ [Destination]

A target point set during a mission. Multiple targets may be displayed, and they may change during the mission.

*The map will also be displayed when you start a mission, but here we will explain the map that will be displayed when you press the start button during the game.

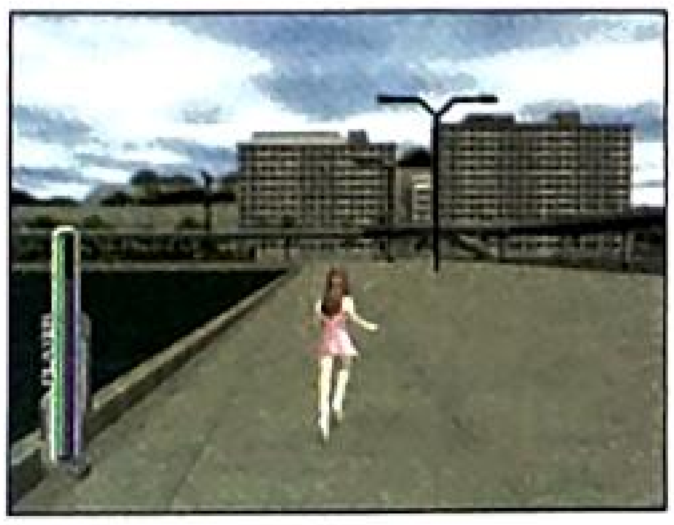
Main character operation

The game centers around battles between robots, but the robots are always controlled from the protagonist's perspective. Therefore, in order to move the robots accurately, you need to position them in a position where you can see them clearly. It's important to move the main character quickly. Compared to controlling the robot, controlling the main character is very simple. You'll want to get used to it quickly so you can concentrate on controlling the robot.

move

Directional keys or L stick
(up...forward, down...backward)

Moving forward will move the main character towards the back of the screen, and moving backward will move him towards the front of the screen. You can move using either the directional keys or the L stick, so choose whichever is easier for you. Furthermore, developing parts will greatly increase your movement speed.

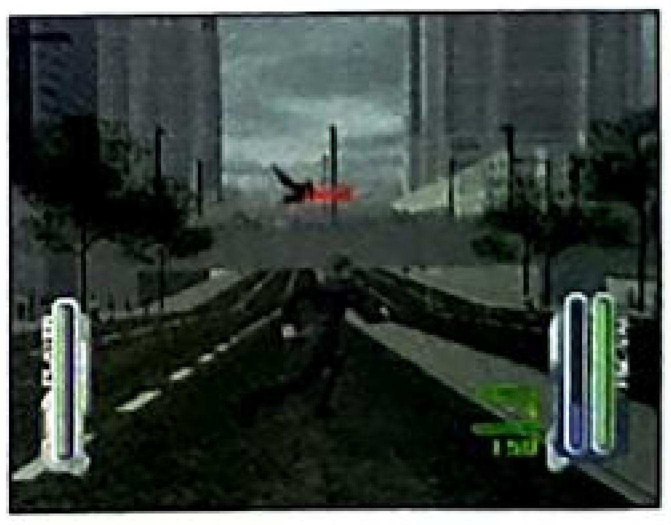


↑ This is the most basic and important operation. Get used to it as soon as possible!

parallel movement

L1 or R1 button

You can move the main character left and right without changing the viewpoint. If you try to move left and right using the directional keys, the viewpoint will change, making it easy to lose track of the robot's position. Use this in conjunction with movement when you don't want to take your eyes off the enemy during battle.



↑ By moving parallel, you can move left and right without changing your viewpoint.

change of direction

Directional keys or L stick
(Left: turn left, Right: turn right)

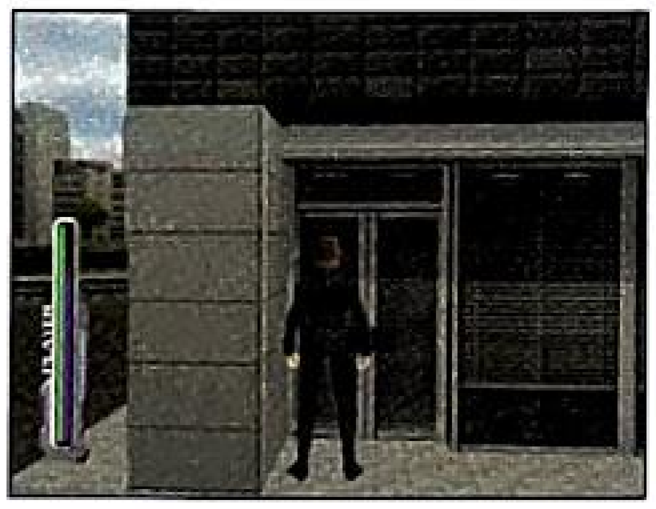
You can change the direction the main character is facing without moving them, and by using it in combination with the directional keys, you can change the viewpoint while moving. For example, if you press the directional key to the top right, you can move forward while turning right. You can also use the L1 or R1 buttons in addition to the directional keys. By performing all of these operations at the same time, you can move the main character freely.

◆When changing direction, stop in place and change direction.

enter the door

□ button

Many buildings have doors on the first floor and on the roof. By pressing the square button in front of these doors, you can instantly go from the first floor to the roof, or from the roof to the first floor. There are some buildings where you cannot enter the doors, but you can get up to the building faster than flying, so be sure to make good use of them.



⬆ It is an effective means of transportation when there is a door nearby.

jump & fly

○button ·················· · Jump
○ Hold down the button...fly

○Press the button once to jump, and hold down the Circle button to fly. The gravity gauge is consumed while flying, and you will fall when it is completely depleted or you release the Circle button. However, the gravity gauge recovers over time, so you can use it again after a while. You can also fly higher and longer by modifying it.

◆◆Flight can be used while the protagonist is falling, but in this case it will be difficult to rise.

grenade

△button

It is the protagonist's only means of attack that cannot be used in the initial state, but can be used by modifying it. Pressing the △ button will cause the protagonist to stop in place and throw a grenade. The grenade will then fly in a parabolic trajectory in the direction you are facing, exploding on impact. It will deal damage within the range of the blast. Additionally, grenades can be powered up to three levels by modifying them, and the attack range and attack power will increase with each modification. Additionally, if used while changing the viewpoint, the grenade can be thrown in the direction you are facing.

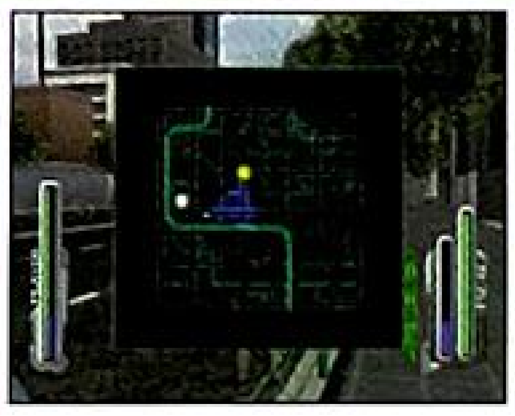
◆There are many other uses besides attacking enemy robots...

Perspective change

× button

While holding down the × button, the view changes to that of the main character. At this time, you can move the directional keys and the L stick to look around freely in 360 degrees. However, while the view is changing, you will not be able to move, jump, or fly.

⬆ It is useful for seeing up and down directions that cannot be seen when changing direction.



Map display

start button

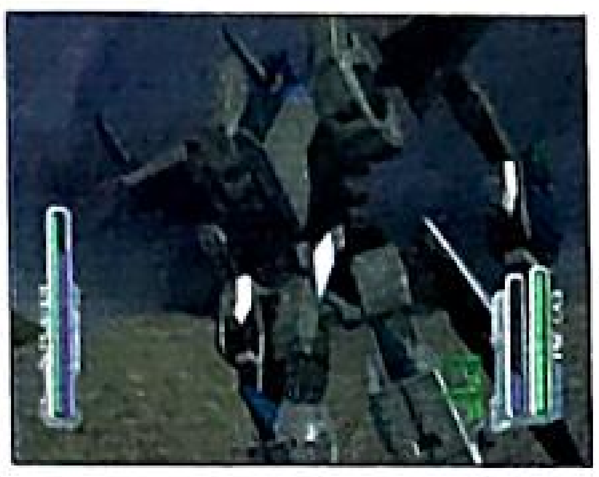
Pressing the Start button will pause the game and display the map for the mission. Pressing the Start button again will resume the game.

"Kitchen operation mode"

select button

When a robot is deployed on the map, pressing this button will switch to robot control mode (see page 022). Depending on the mission, it can also be used to select robots for deployment.

The controls for Kijin are very unique, so be sure to read the instructions carefully and master them. There are two control modes: EASY, which is easy for beginners, and NORMAL, which is for advanced players.



⬅you can move your hips freely. If you select NORMAL operation,

Difference between EASY and NORMAL

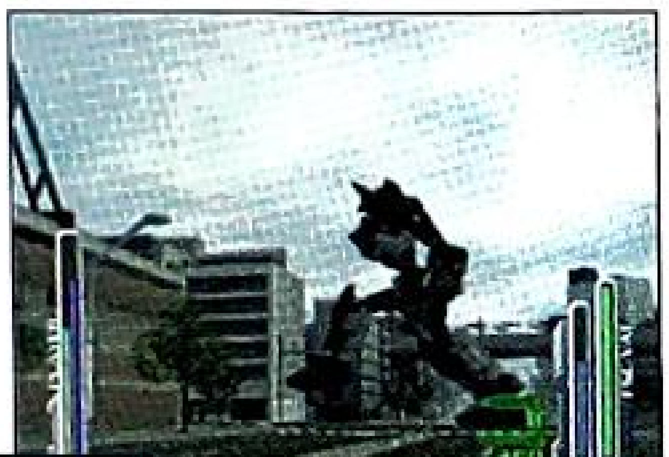
The biggest difference between EASY and NORMAL is the way you control movement. Compared to NORMAL, which requires you to use the L1 and R1 buttons, EASY, which allows you to move using only the directional keys, is much easier to use. However, in EASY you won't be able to move your hips, so it's best to choose NORMAL controls if possible.

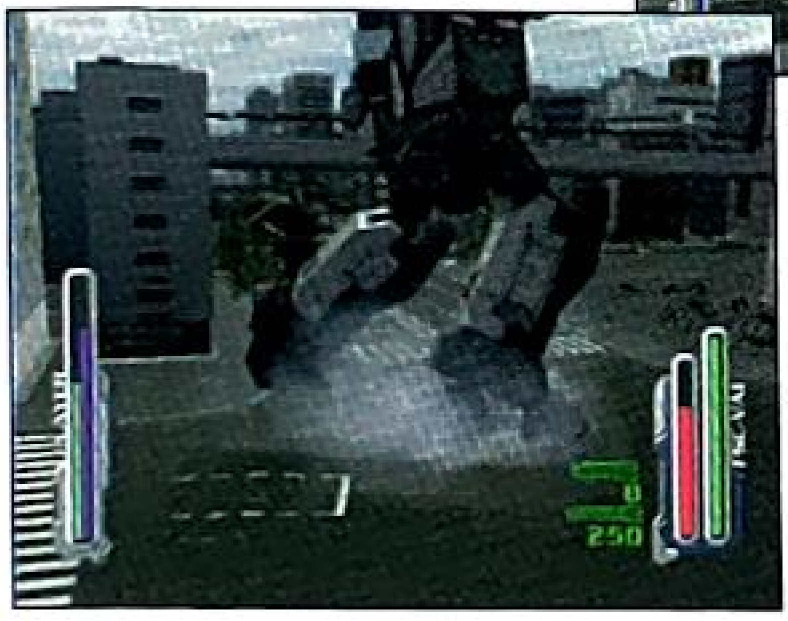
forward

EASY...Press the arrow key up

Press NORMALL1 and R1 buttons alternately

You can move forward by alternately putting your feet forward. While moving forward, your energy will increase by 10 with each step you take. In terms of controls, in EASY mode you can move forward just by pressing the directional keys, but in NORMAL mode you must alternately press the L1 and R1 buttons. Also, in NORMAL mode, your stride length changes depending on how long you hold down the button, so moving at top speed requires some skill. Make sure to hold down the button to maximize your stride length, and quickly input the next command before one foot touches the ground.





◆It may look slow, but it's actually surprisingly fast because of its large stride.

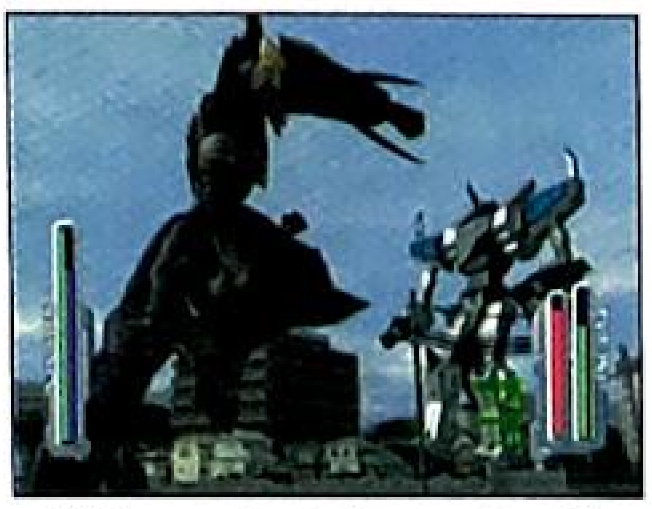
◆In NORMAL mode, you can store energy faster by minimizing your stride length (see P033).

retreat

EASY...Press the arrow key down

Press NORMALL2 and R2 buttons alternately

You can move backwards by alternately lowering the robot's legs. However, because the stride is narrower than when moving forward, you cannot move very fast. It can also be used as a way to avoid short-range attacks, but this is not very practical. The differences in the control method are the same as when moving forward: in EASY you can move backward using only the directional keys, while in NORMAL you must use the L2 and R2 buttons, which is a bit more complicated. Try moving it around a few times to get a feel for it.

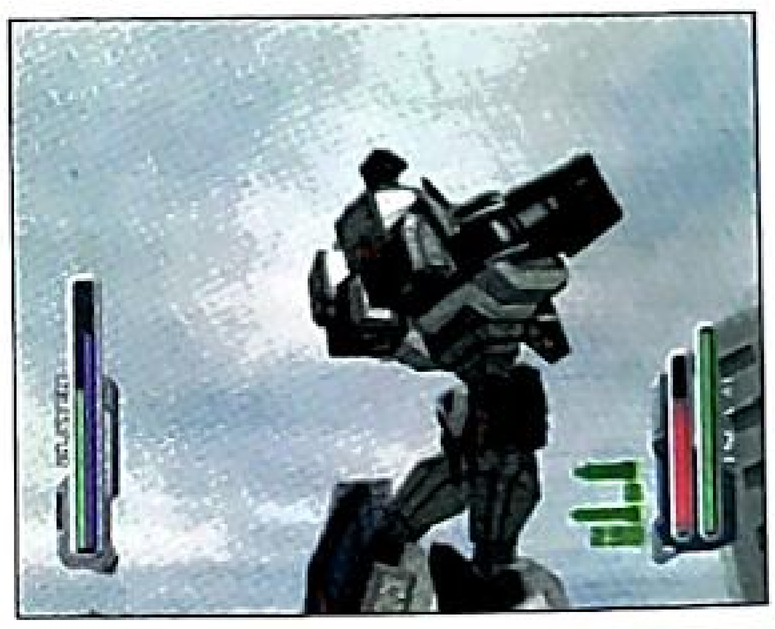


⬆When dodging attacks, timing your inputs is important.

change of direction

EASY... Press the left or right direction key. NORMAL... Press the L1 and L2 buttons or R1 and R2 buttons simultaneously.

You can stop in place and slowly rotate to change direction. The robot can only move forward in the direction it is facing, so it cannot turn left or right without using a direction change. Use this in conjunction with the forward and backward controls to move your robot smoothly. In NORMAL mode, you must press two buttons at the same time, so if you fail to press them simultaneously, the robot will always move forward or backward. If you are choosing NORMAL controls, you will need to make sure you can press the buttons simultaneously.

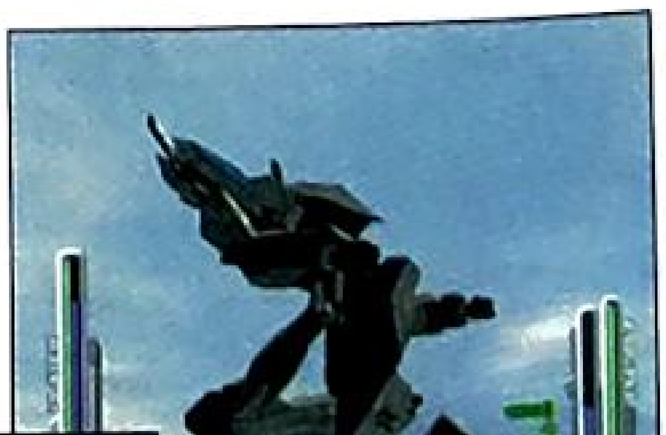


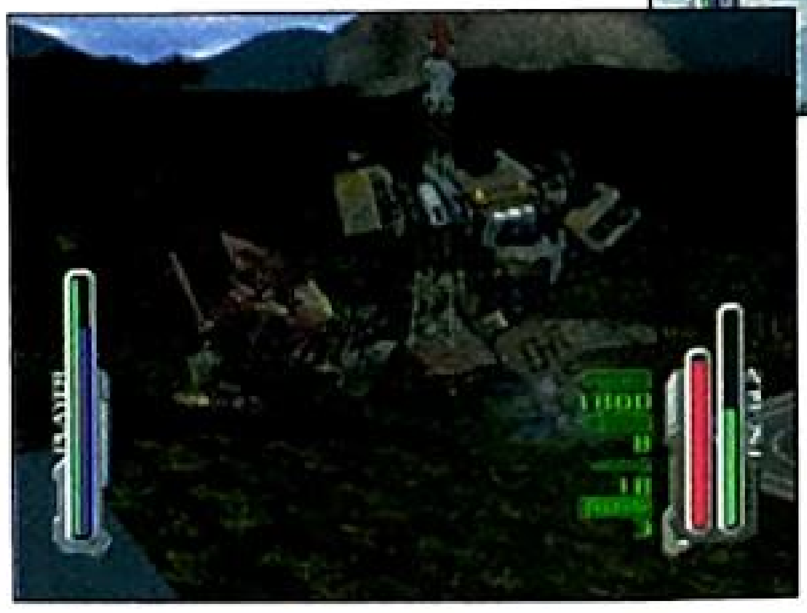
◆You can change direction to some extent even while guarding, crouching, or performing ground charges.

move your hips

NORMAL: Use the up, down, left and right direction keys (up: turn up, down: turn down, left: turn left, right: turn right)

This action can only be used in NORMAL mode, and moves the upper body of the robot from the waist up. By moving the waist, you can change the direction of attacks launched from the upper body. In actual combat, this is used when aiming for a follow-up attack (see page 034). Incidentally, performing a Grand Charge will return the waist position to its initial state.





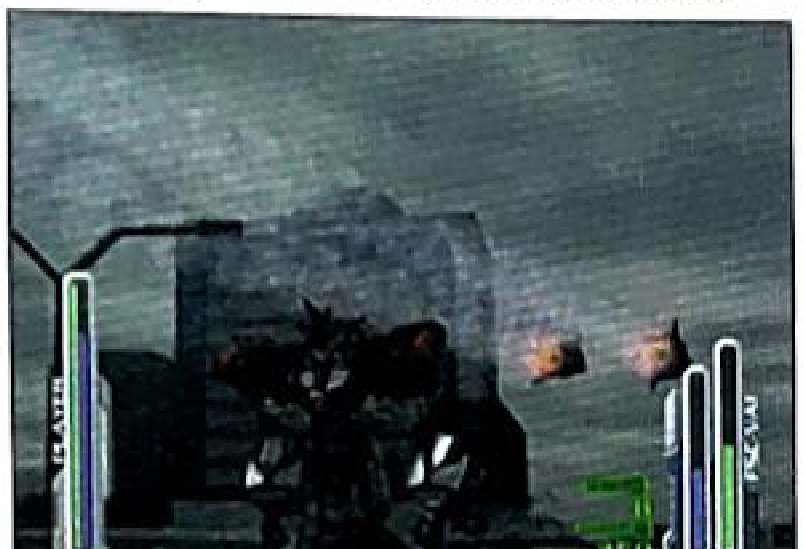
◆Although it is more frequently used downwards, it can also be moved upwards quite a bit.

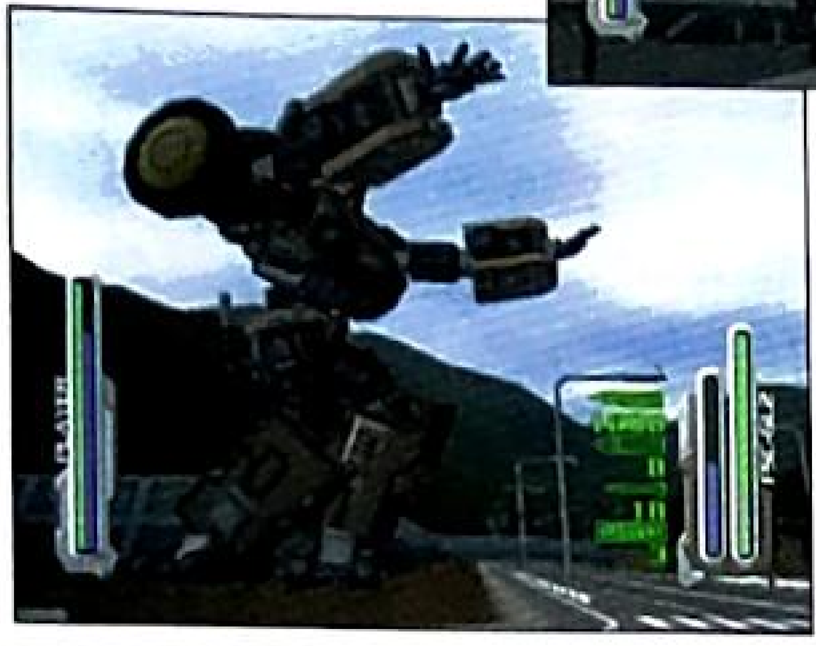
◆Move your hips to change the direction of your attack and finish off a downed enemy.

squat

EASY Press L2 or R2 button NORMALL Press L2 and R2 buttons simultaneously

Bend both legs and crouch in place. If you input the command again while crouched, you will be able to stand up again. While it is possible to avoid enemy attacks by using the low position you get when crouching, it is not very practical. It is usually used as a "preparation move" for actions that cannot be performed without crouching, such as grabbing, jumping, or "Gravity Zero." However, since crouching restricts your actions, such as being unable to move or attack, it is best not to use it unless absolutely necessary, and to stand up most of the time.





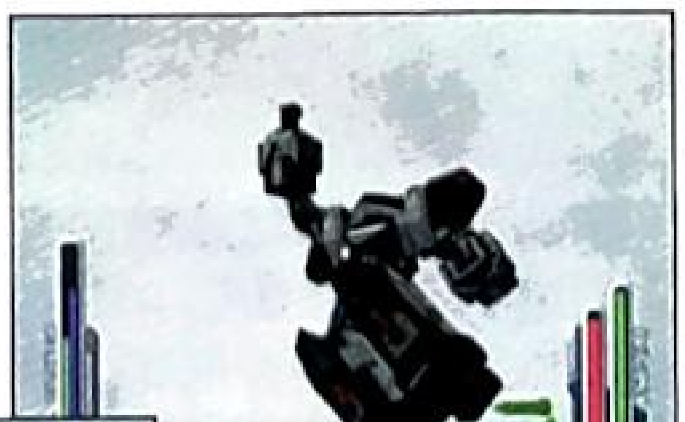
◆Crouching lowers your posture, allowing you to avoid attacks with a high impact point.

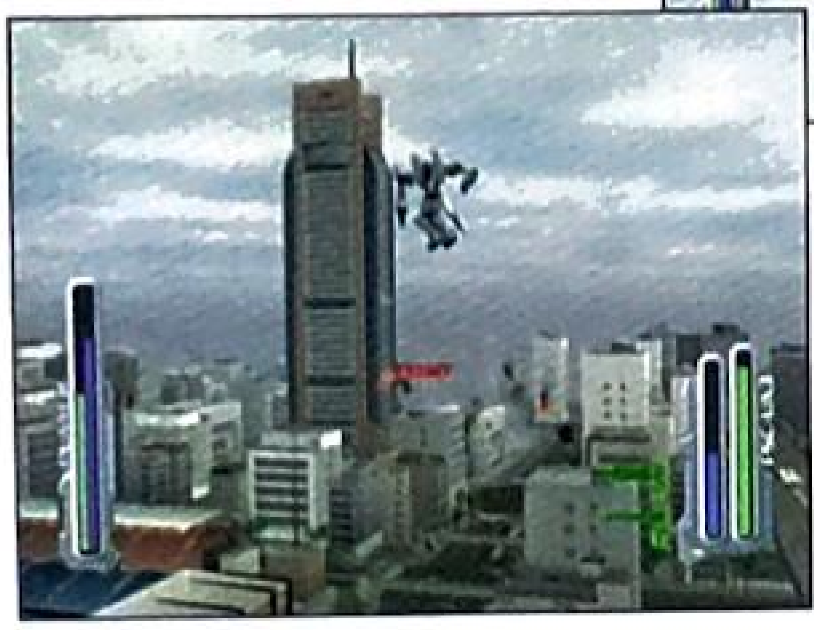
◆ There are some attacks, such as "Gravity Zero," that can only be performed by crouching.

jump

After inputting the crouching command, press the L1 and R1 buttons simultaneously (*1)

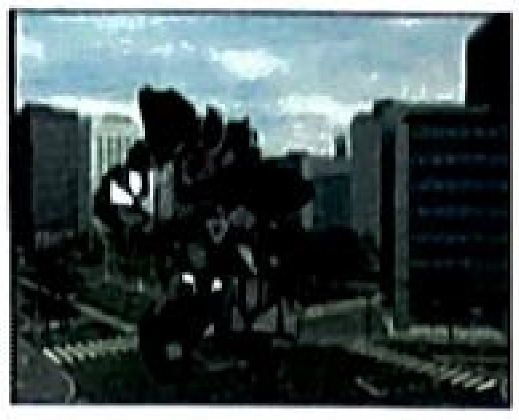
It jumps diagonally upwards from a crouching position. Because it is necessary to crouch down once in order to jump, it takes time to jump from a standing position. Jumping power varies greatly depending on the robot; the lightweight Lyall is high and can jump far, but the heavyweight Grang jumps low and has a short distance.





◆Some attacks and direction changes are possible even while jumping.

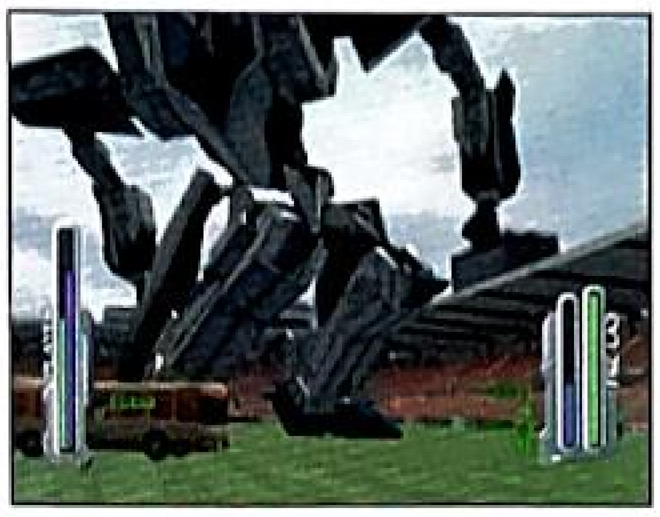
*Lyall has outstanding jumping ability and can jump to great heights.



grab

After inputting the crouch command, input the L or R stick up

While crouching, extend your arms and grab anything that comes into contact with them when they are fully extended. If you input the command again, you can gently place the grabbed item on the ground. Also, if you stand up while holding an object and throw a punch, you can throw the grabbed item with force. The direction and distance of the throw will change depending on the type of punch. There is basically no need to use this outside of events, but you should definitely try it out as you can grab a variety of objects. It is also possible to do outrageous things like grabbing the heroine with a robot and throwing her against a building.

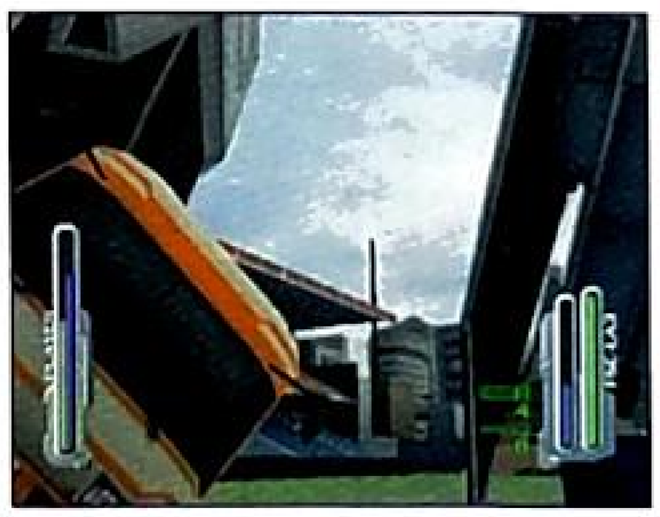


◆To grasp things properly, it is important to make fine adjustments by moving your hips.

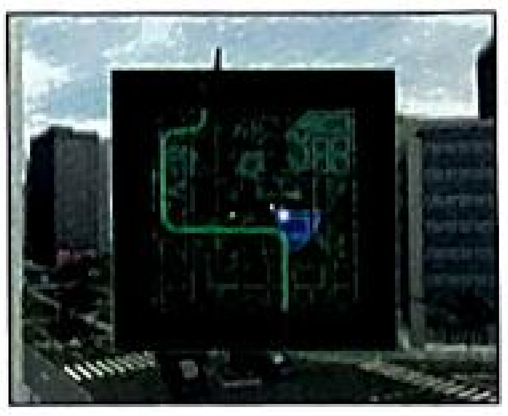
Perspective change

Ⓧ button

While you press the × button, the view will be from the protagonist's point of view, and by moving the directional keys you can look in any direction you like 360 degrees. This is useful when you want to fix the view, which usually changes as you look towards the robot, in one place.



When grabbing something with your robot, change the viewpoint to look at your hand.



Map display

start button

Pressing the start button during a mission will pause the game and display the map. Pressing it again will resume the game. There is no difference from when controlling the main character.

"Protagonist control mode"

select button

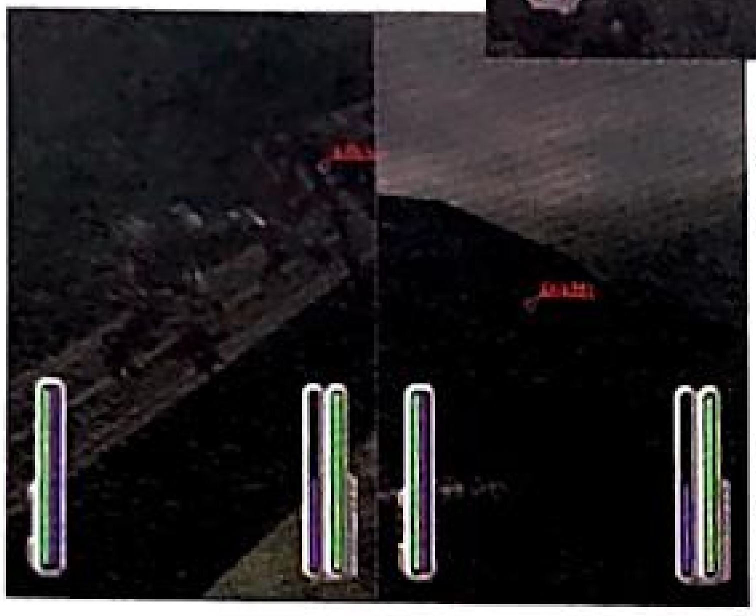
Pressing the select button will switch the control mode from the robot to the main character. In addition to switching control modes, the select button is also used to deploy the robot.

---

*1: For EASY, input the crouch command and then press the L1 or R1 button.

Here we will explain the basic techniques of the robots that can be performed by operating the L and R sticks. 3 While the attack power and attack speed differ depending on the robot, the motion of the techniques is basically the same for all robots. You can also think of them as being used in the same way. Additionally, by holding the L or R stick down or to the left or right, you can put the robot's arms into a charging state. By creating a charging state, you can simplify commands to some extent, such as by tilting the L or R stick up from a down position for a straight, or up from a right position for a hook.

◆The basis of battle is fighting using various basic techniques.



◆Basic techniques can be used by almost all enemies except Dantalion.

Make good use of the state

Using the charge state simplifies commands, which helps prevent mistakes when using moves. If you're not confident in entering commands, first learn to use moves from the charge state, and then gradually shorten the charge time.

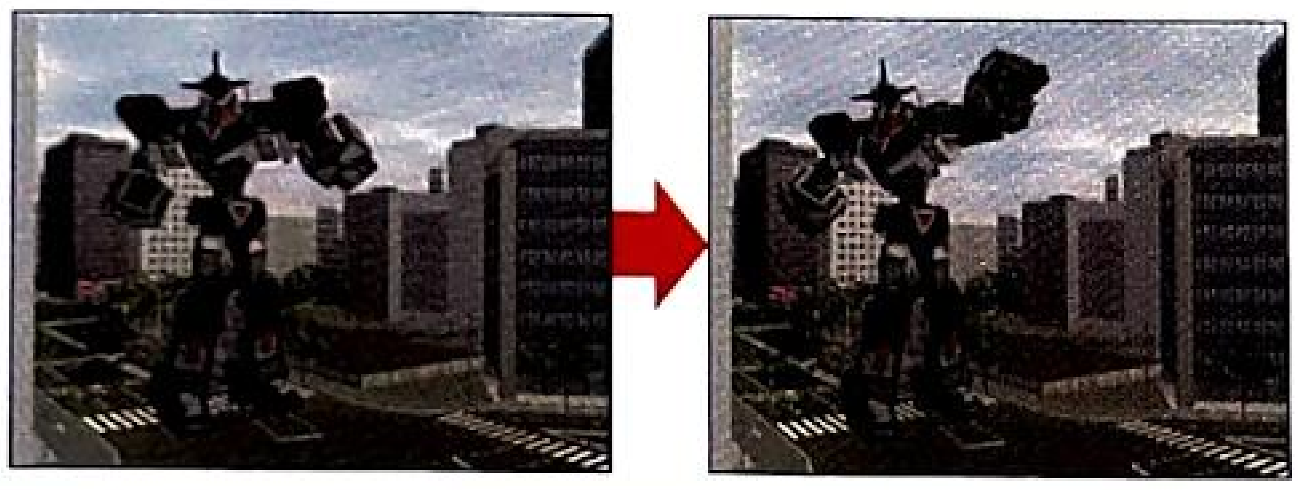
◆You can perform the technique as quickly as possible.

jab

Place the L or R stick on top

data	Offensive power			attack speed	down effect
	32	30	35	fast	×

This is a quick technique that can be performed with the simplest controls. The downside is that it does not stun the enemy even if the attack hits, so there are many cases where you will be counterattacked after hitting. There is little opening after using the technique, so it is a good idea to use it to gauge the distance and position relative to the enemy.

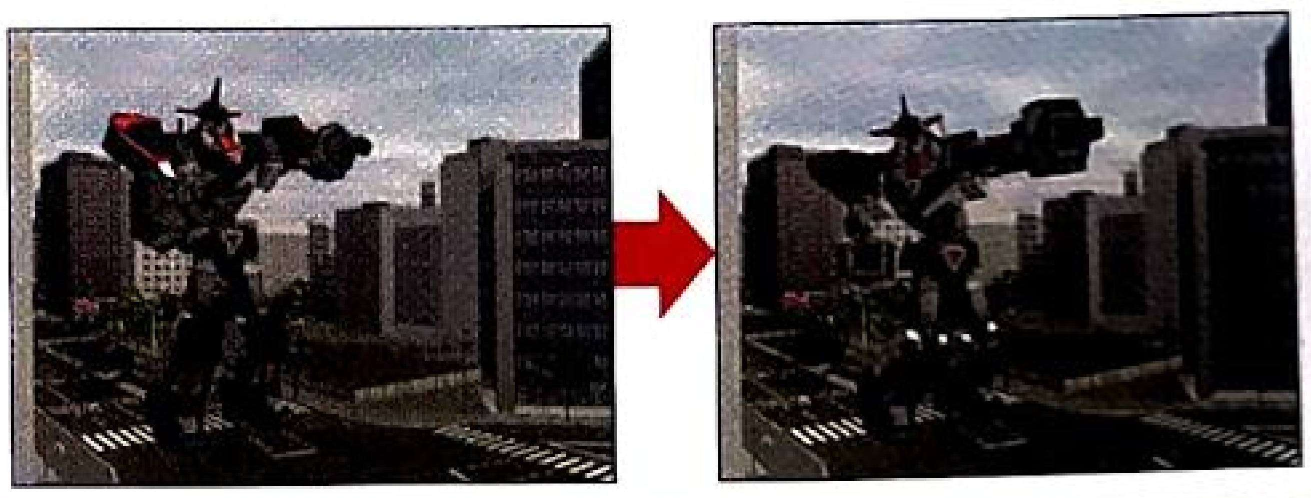


straight

Quickly push the L or R stick from bottom to top

data	Offensive power			"Attack speed reduction effect"	
	90	80	105	fast	○

Of the basic moves, this has the longest reach and is very easy to hit. Among the moves with a knockdown effect, this has one of the fastest attack speeds, making it a great main move. Its striking power is also impressive, but since it sends the enemy flying forward when it hits, it's difficult to follow up with a follow-up attack.

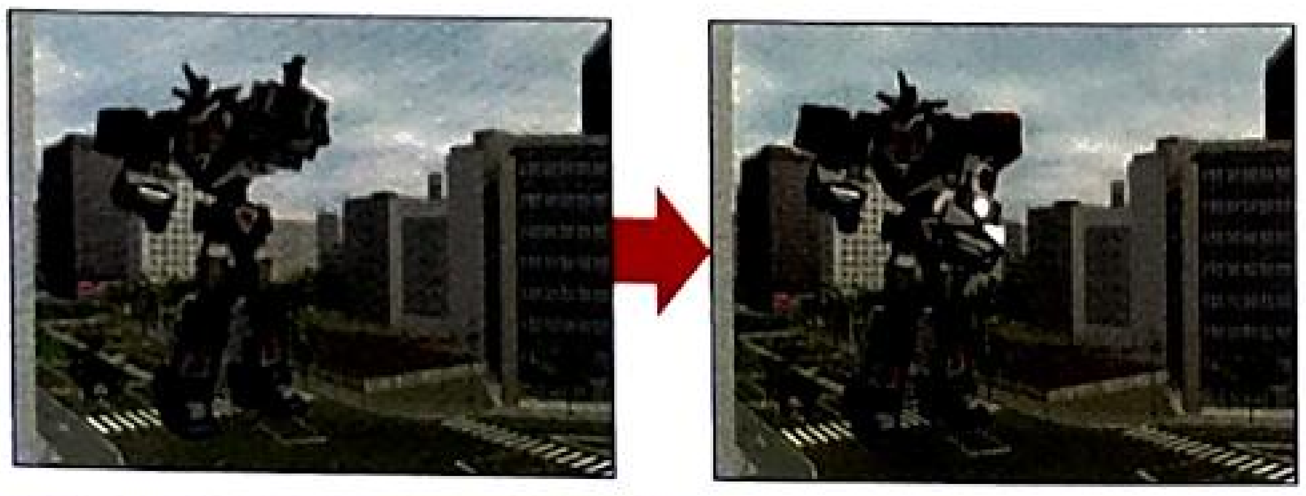


chop

Insert the Lor R stick from the bottom through the outside and up

data	Offensive power			attack speed	down effect
	65	50	70	slow	○

The attack speed is very slow, but when it hits, the enemy will be knocked down nearby, making it easy to follow up with a follow-up attack. If you take into account the damage of the follow-up attack, the overall attack power is higher than other techniques. The reach is not as long as a straight, so you'll want to get close and land the attack.

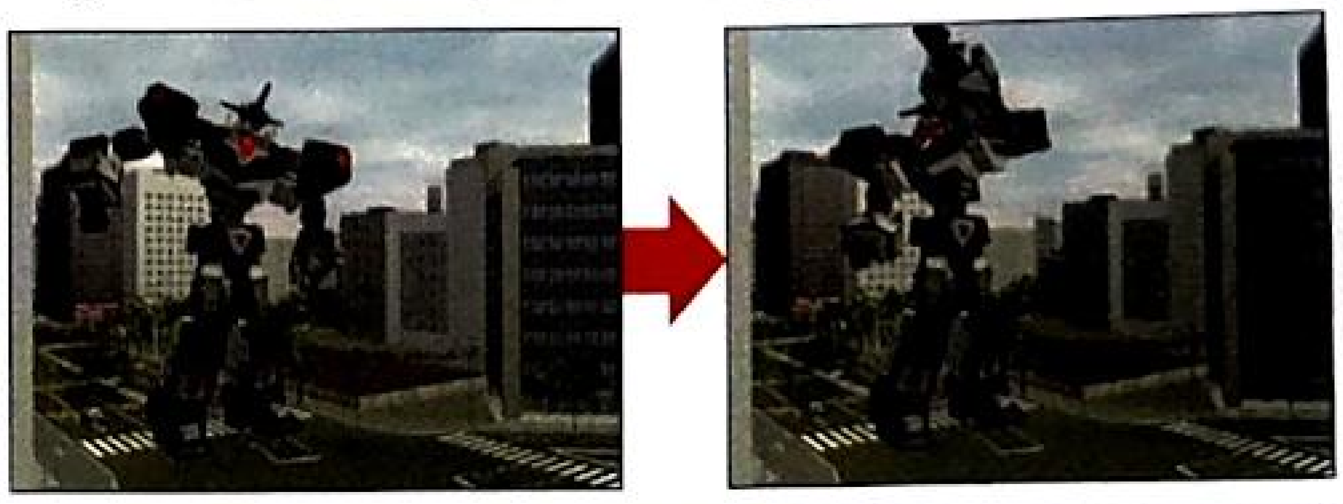


upper

Insert the Lor R stick from the bottom through the inside and then insert it

data	Offensive power			"Attack speed reduction effect"	
	90	80	105	slow	○

The attack speed is faster than a chop, but the reach is short, making it difficult to hit the enemy. If the attack hits, the enemy will spin around in the air and fall face down. Since it takes a while for them to get up from a face down state, it is easy to land a follow-up attack despite the increased distance.



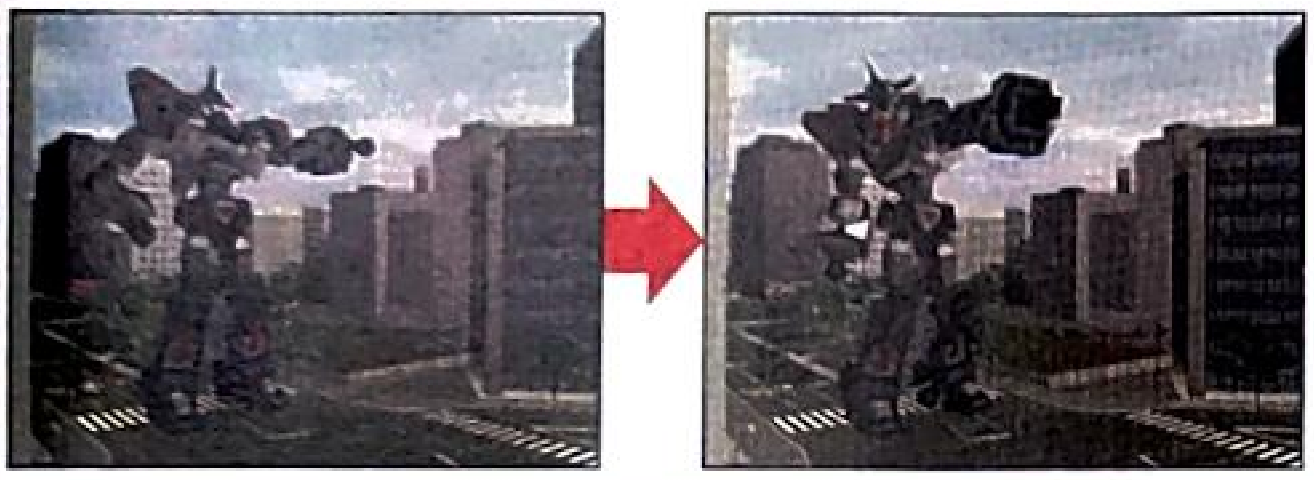
[How to read the data] Attack : power: Damage dealt to the enemy when an attack hits (listed in the order of Wavel, Lyall, and Grang from left to right)
Attack Speed: The speed at which an attack is detected (3 levels: fast, normal, slow)

hook

Insert the L or R stick from the outside up

data	Offensive power			attack speed	down effect
	45	40	52	usually	△

The appeal of this move is the wide range of hit detection, which covers everything from the side to the front. Normally, even if you hit it, it won't knock the enemy down, but if you hit it deep, it will knock the enemy down, so you can aim for a follow-up attack. However, because there is a long period of stiffness after the attack, if you don't knock the enemy down, you may be hit with a counterattack even if you hit it.

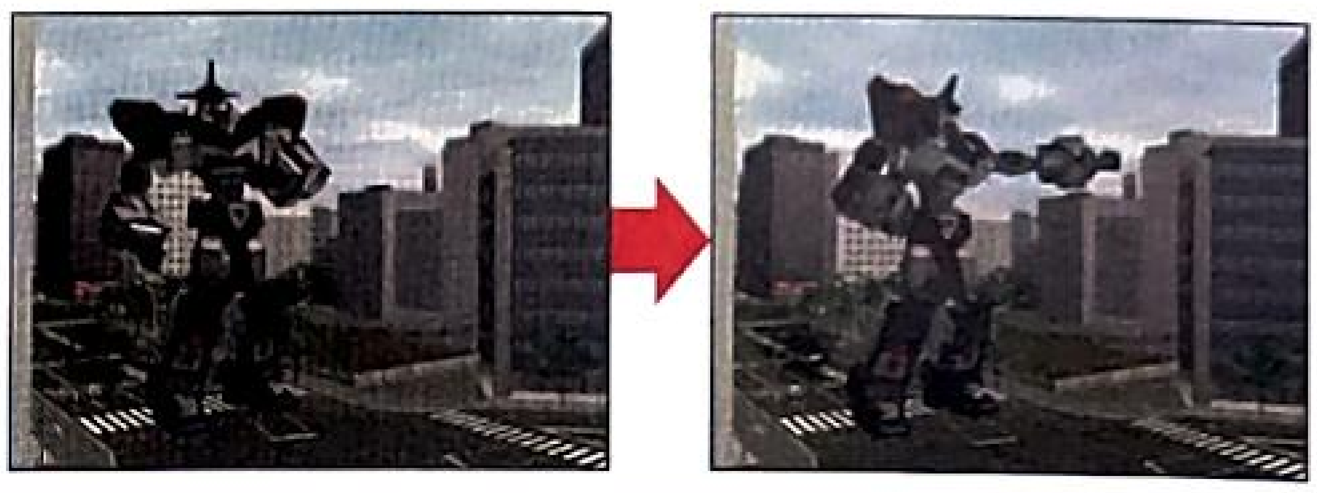


back fist

Insert the Lor R stick from the inside up

data	Attack power			attack speed	down effect
	55	50	60	usually	△

The attack has a fast start-up, and can knock down enemies except for Ryall. While the technique is excellent in terms of performance, its drawback is that the attack only hits horizontally. Since it rarely hits enemies in front of it, it is only useful when the enemy moves to the side during battle.

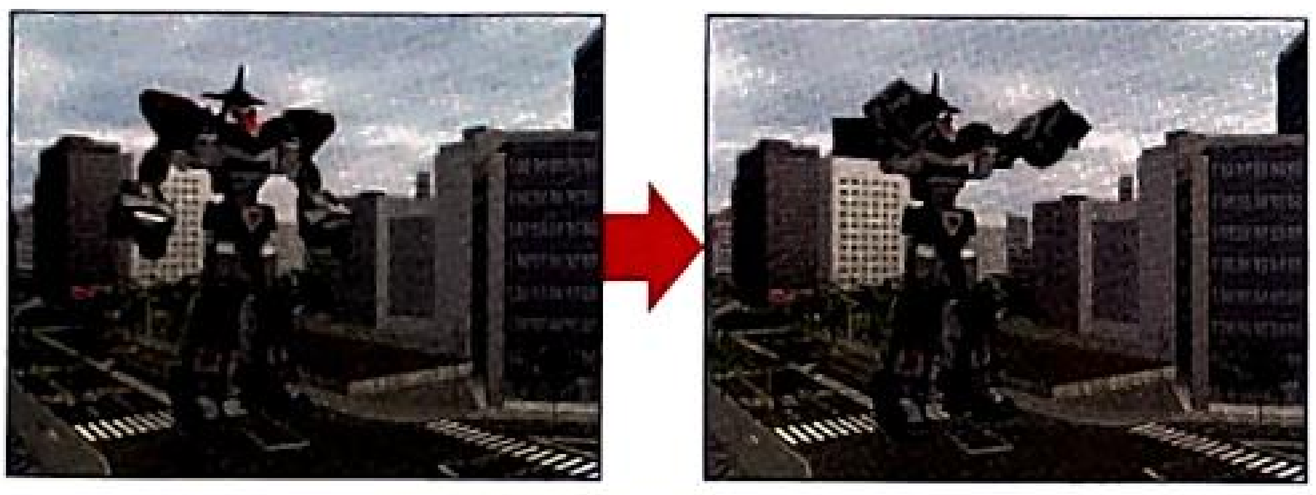


front punch with both hands

Push the L and R sticks up at the same time

data	Offensive power			attack speed	down effect
	27×2	25×2	30×2	usually	×

It involves thrusting both hands forward in place to perform a jab-like technique. Because it uses both hands to attack, it is easier to hit even if the opponent is slightly out of position compared to other techniques, but the reach is short and even if it hits, it will not knock the opponent down. For this reason, it is rarely used in actual combat.

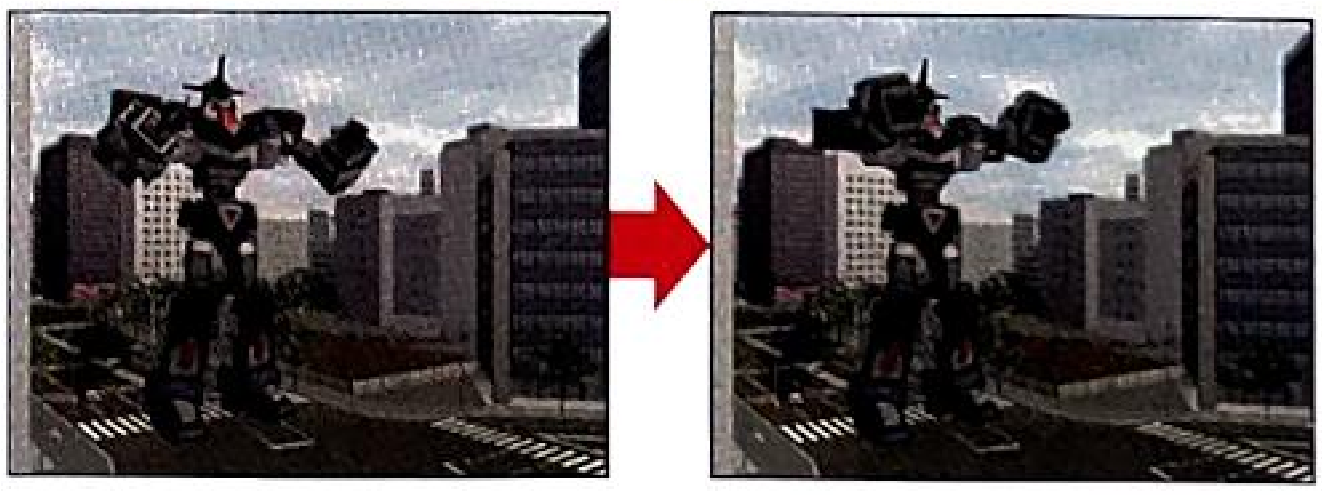


two-handed twist punch

Move the L and R sticks down and up at the same time

data	Offensive power			attack speed	down effect
	55×2	50×2	60×2	slow	△

Its attack power is higher than the Double-Handed Punch, but its attack speed is slower. Its reach is slightly longer than the Double-Handed Punch, but it won't knock down anyone except Grang. It's unlikely to be used by anyone other than those who want to increase the variety of their robot's attacks.

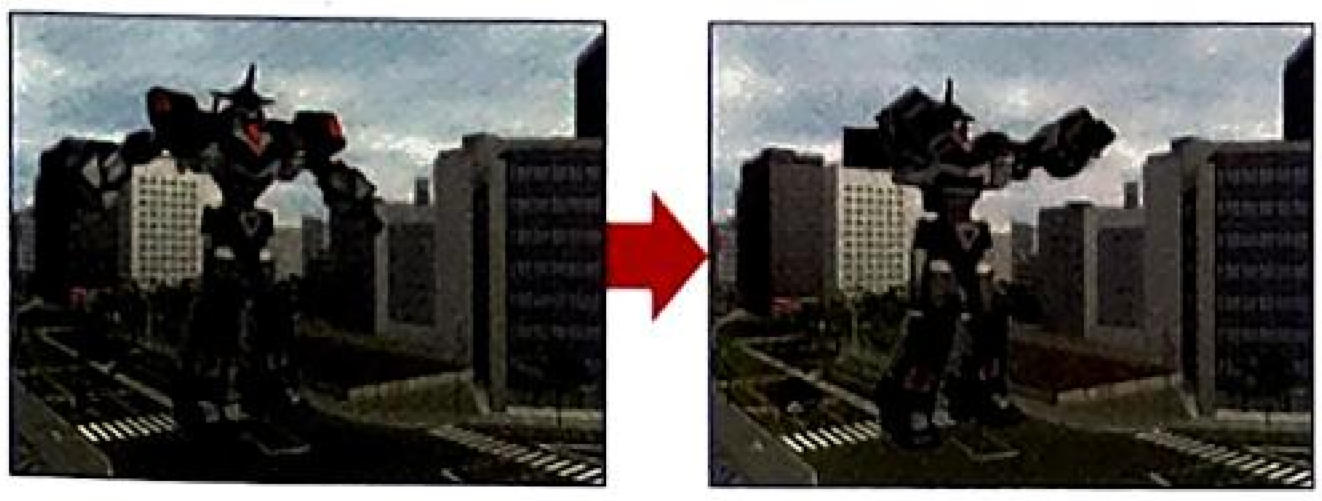


two handed hook

Push the L and R sticks up from the outside at the same time

data	Offensive power			Attack speed reduction effect	
	35×2	30×2	40×2	usually	△

It's a technique that's somewhere between a two-handed forward punch and a two-handed twisting punch. The only exception is Wavel, which has a faster attack start-up than a two-handed forward punch. For the same reason as the other two-handed attacks, there's no need to force yourself to use it. You might use it occasionally to increase the variety of your attacks.

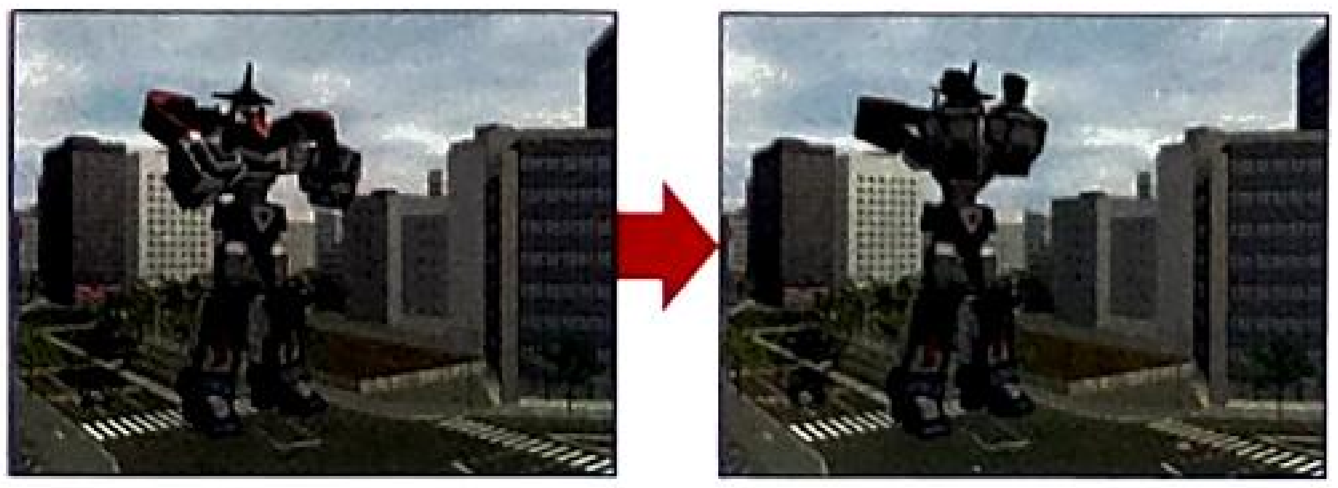


guard

Move the L and R sticks inward at the same time

data	Offensive power			Attack speed reduction effect	
	–	–	–	–	–

Take a guard pose to prepare for attacks from all directions. While guarding, you can reduce the damage of attacks you receive by a quarter, and nullify the knockdown effects of all basic techniques and some unique techniques. Even for techniques that cannot be nullified, you will still be knocked down, but it is possible to reduce the damage you receive.



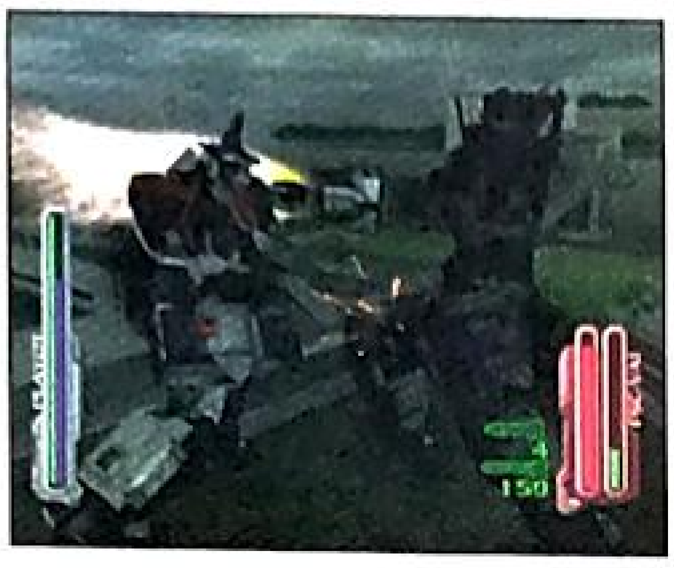
Down effect: Whether the enemy will be knocked down when the attack hits (O if it will be knocked down, × if it will not be knocked down, the depth of the hit and the weapon being used

△ if it changes depending on the person)

modification

Strengthen your robots
and protagonists through modifications

In order to modify the equipment of the main character and robots, you must first progress through the story mode and earn funds. From episode 8 onwards, you will receive rewards for clearing missions (with some exceptions), so use these to make the necessary modifications. Here we will divide the modifications possible in story mode into four types and explain Learn more about its features each one.



◆Make powerful modifications to make combat a little easier.

There are stages to the remodeling!

Modifications such as increased durability and ammunition can be made multiple times up to a certain level. These modifications do not mean that new weapons can be used, but the initial abilities are quite weak (especially the protagonist's durability), so if you have the funds, you should modify as much as possible.

plus hook
guntic booster
dual knuckles
angelic wall
Output power

1 If you make a new modification, it will no longer be usable

There are some techniques that can be used to

Types and characteristics of modifications

There are 38 types of modifications in total, and all of these modifications can be divided into four categories. In this book, modifications that acquire new skills are called "weapon additions," and modifications that acquire new skills are called "weapon additions."

Items that increase durability are classified as "Durability Up," items that increase movement speed are classified as "Mobility Up," and items that increase the amount of ammunition carried are classified as "Ammo Capacity Increase."

Add weapon

add new weapons

By modifying the robot to add weapons, the robot can use new weapons. An overview of the new weapons will be displayed when modifying the robot, but you can also see it by selecting the "Command" item from "Hangar" and then selecting the robot and weapon name. If you forget, use this method to check.

40mm Dead Cannon
Shigaia Axe
72,000,000,000 yen

⬆ Modifications to add weapons are expensive, so be careful when making your modifications.

Modifications that increase attack power

The protagonist's grenades, Wawel's "Angelic Fall," and Grang's "40mm cannon" all have the effect of strengthening the current armament. Unlike other modifications, there are certain modification conditions (see the table on the right), so be careful.

⬆ When grenades are upgraded, their damage and attack range increase.

Some modifications are not possible

To upgrade "Metsubi" and "Iron Tusk," you must select Lyall and Grang as your starting robots and clear Episode 40. If you want to use these weapons, make sure you don't make a mistake with your starting robot.

◆If you choose Lyall, you will be able to modify "Metsubi" after clearing episode 40.

Modifications that add weapons

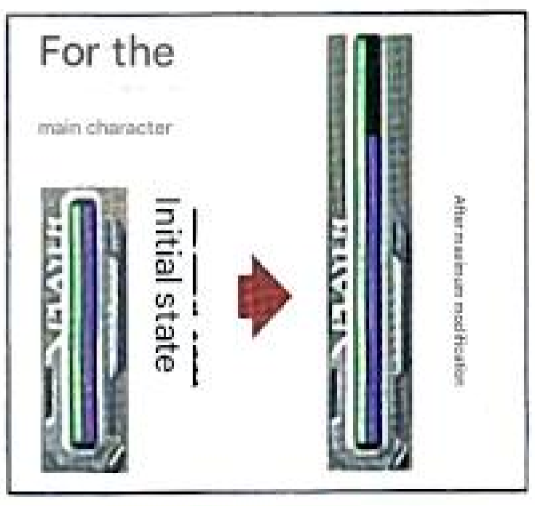
	modification	amount	remarks
main character	"Hand Grenade	12 billion	
	Burning Grenade	15 billion	Added after "Hand Grenade" modification
	Nova Grenade	18 billion	``Burning Grene Added after modification of "Card"
Wawel	gravity zero	9 billion	
	Divine Upper	14 billion	"Gravity Zero" "Added after modification
	blast hook	11 billion	
	"Gigantic Booster	22 billion	
	dual knuckles	10 billion	
	Meteor Dive	25 billion	
	"Angelic Fall"	50 billion	"Meteor Dive" "Added after modification
Lyall Ru	"Divine Laser"	30 billion	
	"Gigantic Boomerang	18 billion	
	``Gravity Zero	9 billion	
	Destruction	50 billion	initial robot is Rio Only for the 40th episode onwards
grung	40mm machine gun	7.5 billion	
	50mm machine gun	15 billion	"40mm machine gun" "Added after modification
	Full bullet firing	28 billion	
	Gaia Ax	16 billion	
	iron task	33 billion	Only if the initial robot is Grangu, it will be added after episode 40.
	``Gravity Zero	9 billion	

Increase your endurance to withstand enemy attacks

Durability-boosting modifications increase the endurance of the protagonist and robots. If they run out of endurance during a mission, the game will end, so if you're not confident in controlling the protagonist or robot, you should modify them as soon as possible. The protagonist can be modified up to three levels, and robots up to five levels.

Regarding the growth of the durability gauge

Each time you modify the durability gauge, the protagonist's increases by +4, and the robot's increases by +80. If you compare the gauge at its initial state with the gauge at its maximum modification, there will be a difference of nearly 1.5 times (see the photo on the right), so be sure to modify it frequently.



Modifications that increase durability

	modification	amount	remarks
Duke Husband	"Personal Shield	4 billion	
	perfect shield	8 billion	Added after "Personal Shield" modification
	"Nova Shield	12 billion	"Perfect Sea" Added after modification
機人	"Armor reinforcement (1st stage)	5 billion	
	Armor reinforcement (2 stages)	10 billion	"Armor reinforcement (1st stage)" added later
	"Armor reinforcement (3 stages)	15 billion	"Armor Strengthening" Armor (2 steps) "Added later
	"Armor reinforcement (4 levels)	20 billion	"Armor Strengthening (3 stages) 'Added later'
	Armor reinforcement (5 levels)	25 billion	Strength "Armor "Armor Strengthening (4 levels) "Added later

Increase your speed and mobility

There are two types of mobility-boosting modifications. One increases movement speed, and the other increases the gravity gauge, allowing you to fly for longer periods of time. Both are important when exploring towns and fighting enemies, so you should prioritize these over other modifications if possible.

Significant speedup after modification

When boosters are modified, their speed increases by 33.333, and when fully modified, they will move twice as fast as the initial speed.

← your movement speed and Explore the city efficiently. Increase

Modifications that increase mobility

	Breast modification	amount	remarks
main character	"Gravity Booster	5 billion	
	"Perfect Booster	10 billion	"Gravity Booster" added after modification
	nova booster	20 billion	"Perfect Boost" "Star" added after modification
	gravity drive	3.5 billion	
	"Perfect Drive"	9.5 billion	"Gravity Drive" Added after modification
	"Nova Drive"	20 billion	"Perfect Dora" "Eve" added after modification

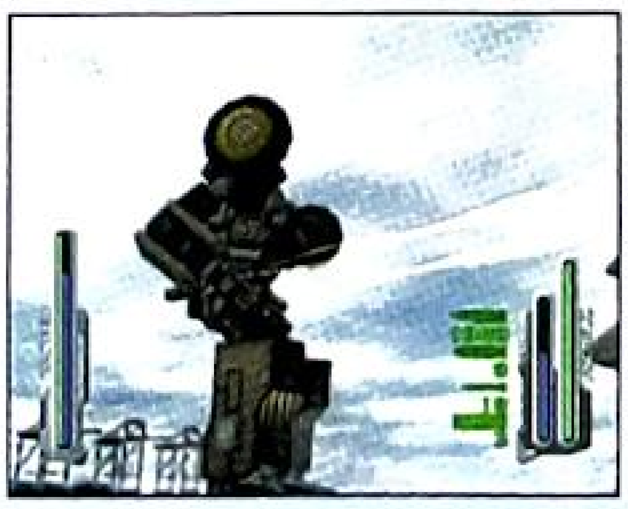
Increases the number of bullets and is used for follow-up attacks

Ammunition increase modifications increase the initial number of bullets carried by the robot each time it is modified. Compared to other modifications, the effect is not as noticeable, but since each robot has at least two weapons that consume ammunition, it is a good idea to carry out modifications once you have the funds to spare.

The Grang's machine gun

Even if you remodel it, it's a waste of money

The number of rounds for the Grang's machine gun can be increased by modifying it with additional armaments, but be aware that for some reason the number of rounds does not increase when modifying it to increase the number of rounds.



← So it's a sub-type weapon.

Modifications that increase the amount of ammunition

	modification	Amount increase number	
Wawel Lyall	"Wawel missile 5 billion		6→8→10→12→14
	pyro burner	5 billion	200→250→300→350→400
	Sky Torpedo	5 billion	3→4→5→6→7
	``Aerial Missile	5 billion	6→8→10→12→14
grung	"Machine gun	3 billion	"New weapons development increases ammunition capacity 30mm cannon: 1400 40mm cannon......... 1600 50mm cannon......... 1800
	detonator	5 billion	2→3→4→5→6
	Shoulder missiles 5 billion		6→8→10→12→14
	leg missile	6 billion	12-18-24-30-36

*The amount is 500 million yen each time the modification is made. I'm going to upload it.

Advantages and disadvantages of modification patterns

When modifying, it is important to prioritize strengthening the main character or the robot. Here we will give three modification patterns as examples and summarize the characteristics of each, so please read on.

pattern 1 | Modify the main character and machine man

This is the most standard method of modifying the main character and the robot evenly. Since both can be made stronger on average, you can handle any situation, but if you don't carefully consider your modifications, you may run out of funds.

pattern 2 | Only the main character is modified

It doesn't cost much money, and if you strengthen the grenades and set it to P031 pattern 2, you can clear most missions. However, since you will hardly be controlling the robots, you won't be able to enjoy the game as much.

pattern 3 | Only the kijin is modified

A method of modifying only the robot. If you only modify the robot to add weapons, you can use various weapons and enjoy the game to the fullest. The downside is that it will be difficult to clear the game if you cannot control the robot well.

Understand the types of events
and their occurrence conditions

event

Various events occur during missions. Most events are mandatory events that affect the progress of the mission, but there are also optional events that occur only when the player meets certain conditions. Mandatory events will be explained in the story walkthrough (see pages 068-096), so here we will explain the details of optional events.

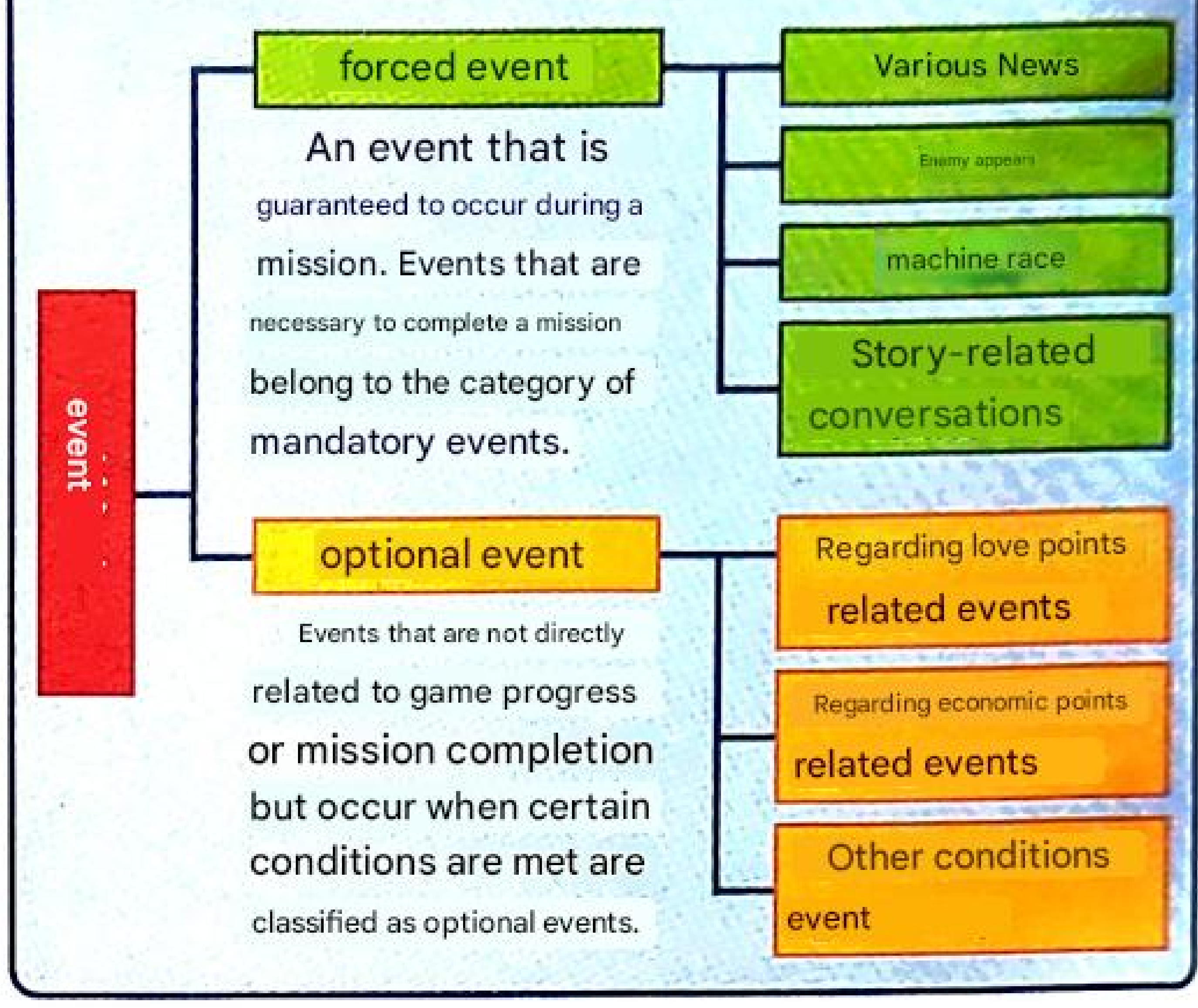
(There's so ··· much Eren blood... What should I do...)

◆The mission progresses through a series of forced events.

This is my house now.

◆Most optional events occur when a specific building collapses during a mission.

Event type


event

forced event

An event that is guaranteed to occur during a mission. Events that are necessary to complete a mission belong to the category of mandatory events.

- Various News
- Enemy appears
- machine race
- Story-related conversations

optional event

Events that are not directly related to game progress or mission completion but occur when certain conditions are met are classified as optional events.

- Regarding love points related events
- Regarding economic points related events
- Other conditions event

Events related to love points

The two heroines in this game have love points that indicate their intimacy with the protagonist. While this does not directly affect game completion, changes in these points can affect the outcome. Events will occur and the epilogue will change, so if possible, you should keep this in mind as you play. If the protagonist is Yui, it will also affect her romantic relationship with Souya.

Ellen love points

As you can see from the events that increase or decrease your love points below, if you proceed through the missions in the right order, your points will increase. However, please note that no matter how high Ellen's points are, depending on Nanaho's points, the Ellen event at the end of the game may not occur.

いいかげんにしろ
Why are you following me?!

🡅 In fact, it's actually more difficult to reduce Ellen's love points.

Events that occur based on Ellen's love points

[illegible]	event	Occurrence conditions
Episode 25	Conversation changes after clearing	Ellen's love points are 1 or more
Episode 42	Date with Ellen	"Ellen's love points are 3 or more
Episode 53 Eren Event		Nanaho's love points are less than 6 & Ellen's love points are 3 or more & the robot is down 2 times
epiro Google	eren epilogue	Nanaho's love points are less than 6 & Ellen's love points are 3 or more

Ellen love point increase/decrease event

[illegible]	Occurrence conditions	Decrease
Episode 14	"Put out all the fires at City Hall	+2
Episode 22	Talk to the person four times during evacuation guidance	−1
Episode 23	"Grab the evacuation vehicle	+1
After episode 26	"Ellen after the engagement was broken off" (see p. 029) occur	+2

Nanaho love points

Nanaho is a mysterious heroine whose love points increase when ordinary buildings such as Otawara Shoji and supermarkets collapse. If you want to see Nanaho's epilogue, you need to destroy these buildings at least twice.

I'm sorry... Big brother.

◆Although she is plain compared to Ellen, she is actually the daughter of the Misaki family.

Events that occur based on Nanaho's love points

[illegible]	event	Occurrence conditions
Episode 53	Nanaho event	Nanaho's love points are 4 or more & Eleven event has not occurred & the robot has been downed twice
epilogue	"Nanaho Epilogue	"Nanaho's love points are 4 or more and the Ellen epilogue has not occurred.

Nanaho Love Points Increase/Decrease Event

[illegible]	Occurrence conditions	Decrease
Episode 9	"Amulet found	+1
Episode 16	Help Nanaho who is lying on the side of the railroad tracks	
Episode 20	"Talk to Nanaho twice on the way to school	
	Arrive at school on time	
Episode 31	"Otawara Shoji collapses	
	The supermarket collapsed and "Nanaho's part-time job collapses, part 3" (see page 029) did not occur.	
Episode 32	"Otawara Shoji collapses	
	"The supermarket collapsed.	

Events related to economic points

The next most important points after love points are the following two economic points. These points increase by destroying specific buildings (the higher the points increase, the poorer you actually become). Special events will occur depending on the cumulative points, etc. In some missions, points may not increase even if the conditions are met.

Nanaho economic points

This is a point that indicates Nanaho's economic power. If Nanaho's part-time job collapses, it will be increased by +1, and if Otawara Shoji or a supermarket collapses in a specific mission, it will be decreased by -1. In addition, if an event that brings in extra income occurs, she can earn up to 100 billion yen.

I don't have any money left... what should I do?

⬆ Nanaho is in trouble, but there are few elements that will cause trouble for the player.

Nanaho Economic Points Related Events

event	Occurrence conditions
Nanaho's part-time job "First collapse part 1	Panda Bakery collapses between episodes 8 and 30
Nanaho's part-time job collapses, part 2	After "Nanaho's Part-time Job Collapse Part 1" occurs, Panda Bakery collapses between episodes 8 and 30.
Nanaho's part-time job collapses Part 3	After "Nanaho's part-time job collapses, part 2," Panda Bakery collapses between episodes 8 and 30. "Baron Cafe collapses in episode 31."
Nanaho's part-time job "First collapse part 4	After "Nanaho's Part-time Job No. 3" occurs, Panda Bakery collapses between episodes 8 and 30, or the Baron Tea Shop collapses in episode 31, or Yaoya collapses from episode 32 onwards.
extra income	After "Nanaho's part-time job collapses, part 4," Panda Bakery collapses between episodes 8 and 30. Yaoya collapses after episode 32.
"The epilogue changes	Nanaho's location changes depending on her economic points (less than 8...she's in Yaoya, 8 or more...she's in Tokyo)

Misaki Heavy Industries Economic Points

These points indicate Misaki Heavy Industries' economic power, and from episode 8 onwards, they are increased by +1 when the Misaki Heavy Industries Head Office Building and Misaki Heavy Industries First Factory collapse. Increasing the points will prevent events at the end of the game from occurring, but instead you will be able to see Masaru's anguish.

Do you really like Eren that much?

⬆ If the main character is a man, this will also affect his relationship with Eren.

Misaki Heavy Industries Economic Points Related Events

event	Occurrence conditions
"Eren after the engagement was cancelled	After episode 26, when the main character is male, Misaki Heavy Industries "Economic points 9 or more
"After the engagement was broken off, I met Katsu	After "Ellen after the Engagement is Broken" occurs or when the protagonist is female, Misaki Heavy Industries economic points are 9 or more.
Misaki Heavy Industries collapses	After the "Meet Katsu after the engagement is broken" event, Misaki Heavy Industries' "Economic points are 10 or more and the Misaki Heavy Industries headquarters building collapsed (※1)
"Misaki Heavy Industries collapsed after the marriage was dissolved.	After the "Misaki Heavy Industries collapse" incident, Misaki Heavy Industries' economic points were over 11 and the Misaki Heavy Industries headquarters collapsed just before the incident (※1).
After the marriage was dissolved, Misaki Heavy Industries collapsed.	After the "Misaki Heavy Industries collapses after marriage dissolution" event occurs, Misaki Heavy Industries' economic points are 12 or more and the Misaki Heavy Industries - headquarters building collapses just before (※1)
In episode 52, the Self-Defense Forces Contains lines	Misaki Heavy Industries economic points are 10 or less
In episode 53, the satellite laser Event occurrence	Misaki Heavy Industries economic points are 7 or less
Appears in Eren's epilogue	

Other conditional events

I've introduced a few events that involve points, but there are actually many other optional events available. These events don't affect the story, so you can just play them. There are many things that you won't notice just by playing. Here we have compiled the main events, so if you want to see the events, be sure to check them out.

Kaoruko Apartment Building collapses

Occurrence conditions From episode 4 onwards, Kaoruko's apartment collapses (occurs up to three times).

If you meet the conditions, an event will occur after clearing the mission, and Kaoruko will get angry with you. Note that in some missions, this event may not occur even if the conditions are met.

It's a small thing for my apartment.

⬆ Kaoruko says with a smile on her face.

Life and death of Banbara

Occurrence conditions In episode 51, the BNN helicopter Banbara is riding in is destroyed.

The BNN helicopter is surprisingly small and is unlikely to be destroyed by the enemy, so if you want to see the event, you will have to control the robot and destroy the BNN helicopter.

The news helicopter... was getting too close.

⬆ A BNN helicopter crashes. If it is destroyed, it will be disastrous.

Nanaho's amulet

Occurrence "Condition In episode 9, Nanaho picks up the amulet she dropped on the observation deck.

The talisman has an effect other than Nanaho's love points. When Nanaho appears in episode 53, it has the effect of drastically reducing the frequency with which Asmodeus uses the Ether Cannon.

Do your best. I'm sure you'll win.

⬆ The final boss battle
The power of the amulet!

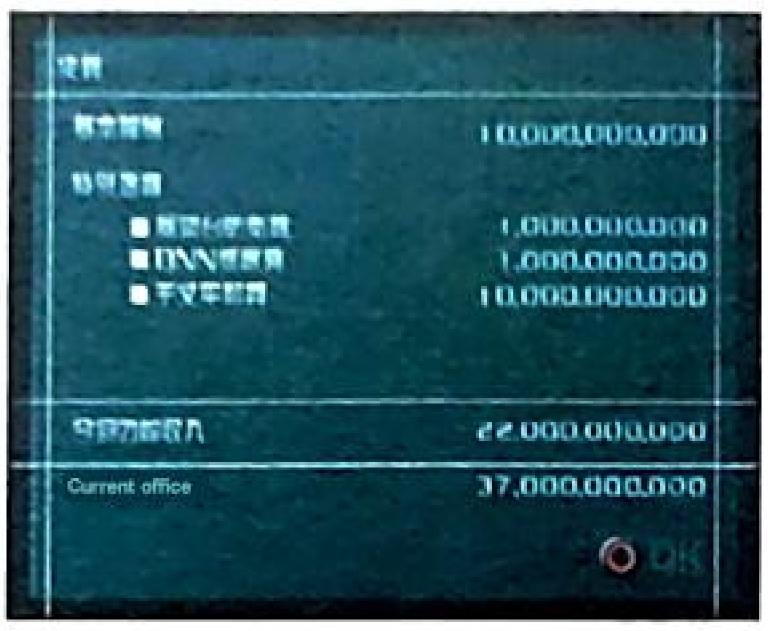
---

*1: Does not occur in episode 29

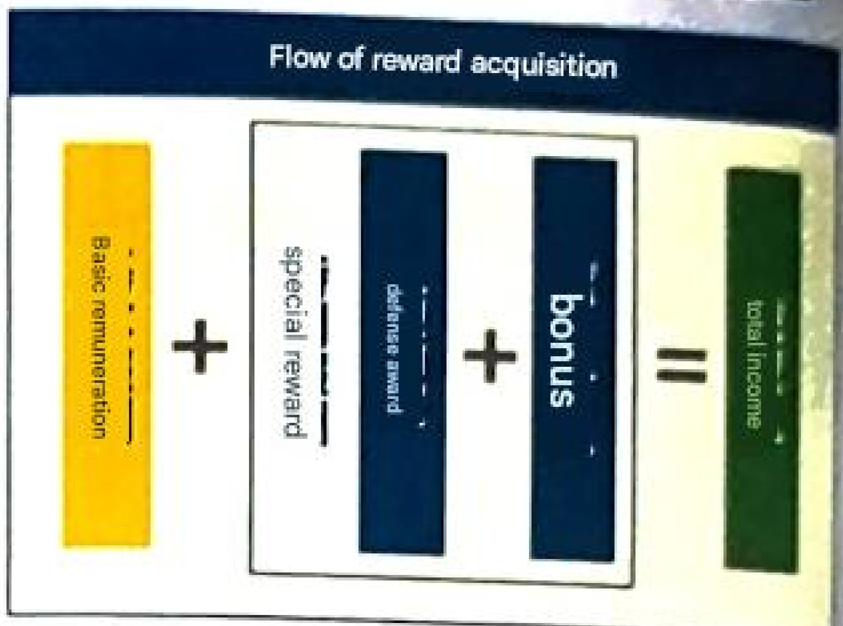
Fight to protect the city and receive special rewards

reward

As you progress through Story Mode, from Episode 8 onwards, you will receive funds as a reward for clearing missions (with some exceptions). In order to clear Story Mode efficiently, it is important to obtain as many of these rewards as possible and use them to modify the main character and robots. Here are some things to remember about rewards.


10,000,000,000
1,000,000,000
1,000,000,000
10,000,000,000
22,000,000,000
Current office 37,000,000,000

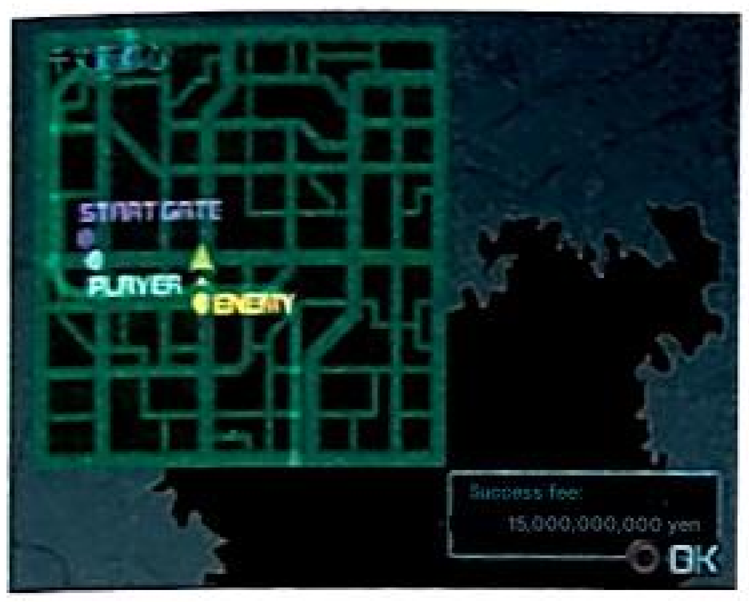
⬆ you don't get the reward, the protagonist
You can't modify the robots. If


Flow of reward acquisition

Basic remuneration + special reward (defense award + bonus) = total income

Basic (success) reward

You will almost always receive a basic (success) reward if you clear the mission. The amount varies depending on the mission, but there is no need to remember that.



Success fee:
15,000,000,000 yen

⬆ mission begins.
You can check before the

Basic rewards you can earn in each episode

story	amount	story	amount	story	amount	story	amount	story	amount
Episode 1	none	Episode 12	none	Episode 22	10 billion	Episode 33	30 billion	Episode 44	10 billion
Episode 2		Episode 13	10 billion	Episode 23		Episode 34	none	Episode 45	
Episode 3		Episode 14		Episode 24		Episode 35		Episode 46	
Episode 4		Episode 15		Episode 25	15 billion	Episode 36		Episode 47	
Episode 5		Episode 16		Episode 26	10 billion	Episode 37		Episode 48	
Episode 6		Episode 17		Episode 27		Episode 38	10 billion	Episode 49	
Episode 7		Episode 18A		Episode 28		Episode 39		Episode 50	none
Episode 8	10 billion	Episode 18B	none	Episode 29		Episode 40	15 billion	Episode 51	10 billion
Episode 9		Episode 19	15 billion	Episode 30		Episode 41	20 billion	Episode 52	none
Episode 10		Episode 20	20 billion	Episode 31	15 billion	Episode 42		Episode 53	
Episode 11		Episode 21	10 billion	Episode 32	10 billion	Episode 43	10 billion		

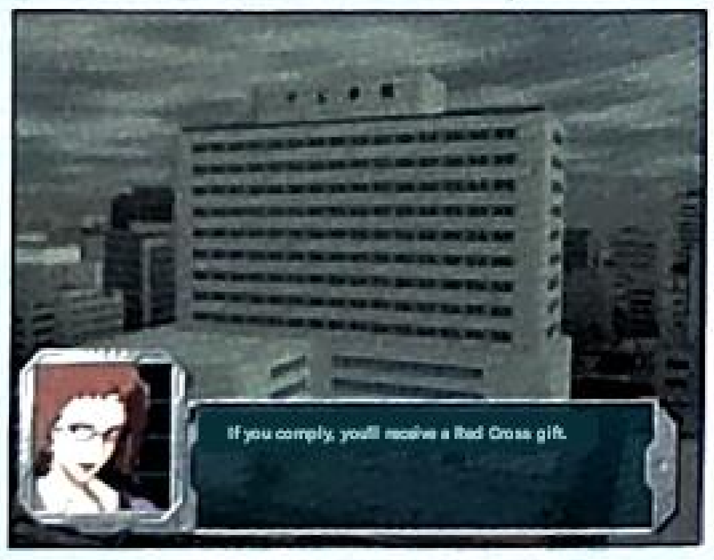
special reward

There are two types of special rewards: defense prizes and bonuses. First, defense prizes can be obtained if a specific building remains intact when you clear a mission.

The bonus can be obtained by keeping the damage to the city below a certain value. There is no need to force yourself to get it, but once you get used to the game, I'd like to play while keeping the special rewards in mind.

defense award

The conditions for obtaining the Defense Award are not that difficult, but the amount you can receive is significantly lower than the basic reward. However, if you continue to obtain it, it will add up to a considerable amount, so if you want to earn money, try to aim for the Defense Award as much as possible.


If you comply, you'll receive a Red Cross gift.

⬆ If possible, I would like to win the Red Cross Award, which gives out 2 billion yen, every time.

Buildings related to defense awards and reward amounts

map name	defended building	Awards you can win	Remuneration amount
Senjo city	Senjo Daiichi High School	"Education Enhancement Award	500 million
Senjo Shintoshin	Misaki Heavy Industries Head Office Building	Misaki Heavy Industries Award	1 billion
	Misaki Heavy Industries First Factory	Misaki Heavy Industries Factory Award	1 billion
	Senjo City Hall	Mayor Senjo Award	1 billion
	Senjo Hospital	"Red Winged Cross Award"	2 billion
Senjo Port	observation deck	"Observatory Defense Award"	1 billion
	BNN Senjo Broadcasting Station	BNN Appreciation Award	1 billion

bonus

The bonus is as high as the basic reward. When buildings or houses are destroyed during a mission, points are added (see the Bonus Points section at the bottom right), and if the total points are less than the set value (see the table of bonus acquisition conditions) when the mission is completed, you can earn a bonus. However, since there are buildings other than buildings and houses on the map, the conditions are actually even stricter. Just remember that it's easier to earn if you keep damage to a minimum.

Prizes and amounts that can be won

bonus	amount
"Minister of Construction Award"	5 billion
Senjo Peace Prize	10 billion

Bonus points earned

Building	1 ······10	point
Houses		point

Bonus acquisition conditions

	Minister of Construction Award	Senjo Peace Prize
Senjo city	140 points or less	70 points or less
Senjo Shintoshin	190 points or less	70 points or less
Tokyo	50 points or less	10 points or less
Senjo Port	120 points or less	50 points or less
Chihayayama	120 points or less	60 points or less

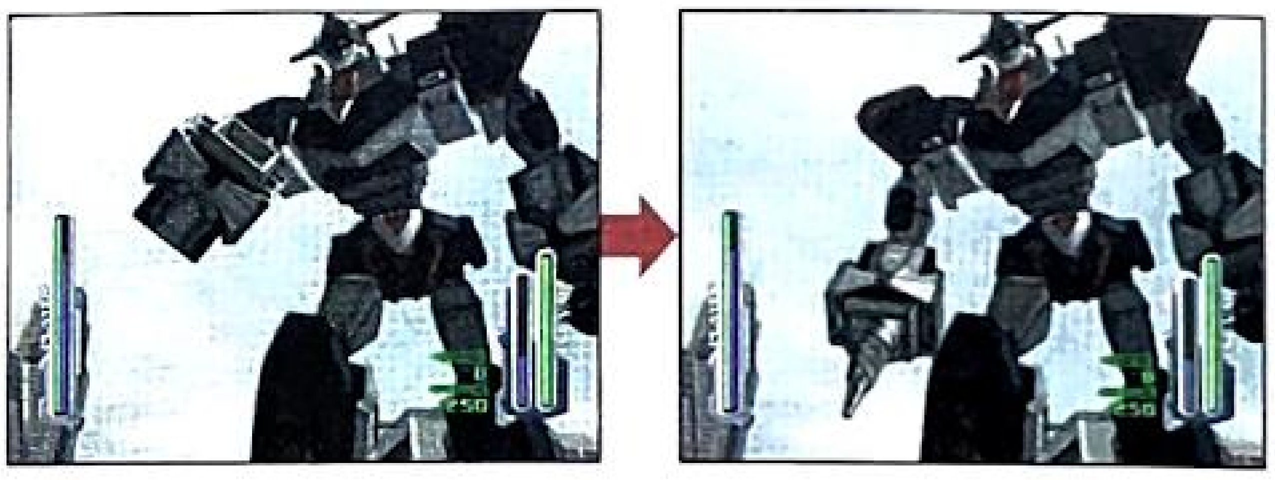
A collection of techniques essential for controlling robots and defeating enemies.

technique

There are various techniques in this game. From here on, we will introduce some techniques and knowledge that will be useful when playing, such as patterns for defeating enemies efficiently in story mode, how to store energy as quickly as possible, and how to get up. All of these are highly practical, so it's worth remembering them. These techniques are not available anywhere in the game, so if you are having trouble defeating enemies, be sure to make use of them. The techniques introduced here are just a few of the many available. It would be fun to play the game over and over and discover techniques that are not introduced here.

A sure-fire winning strategy that will be useful in story mode

In story mode, you'll fight a variety of enemies. You might have a hard time if you fight them head-on, but if you use a specific pattern, you can easily defeat them. Here, we'll introduce two patterns: one that uses the main character and one that uses a robot. If you can remember these, you'll be able to complete story mode without any problems. Pattern 2 in particular is extremely effective, so be sure to master it.

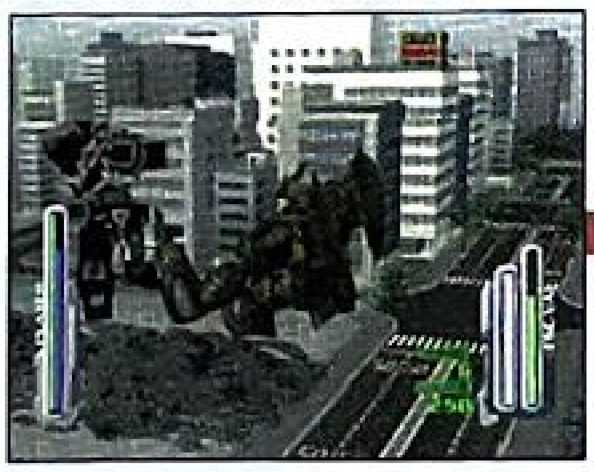


←Weapon with low risk

pattern ▶ Time your straight punch to hit the enemy as they get up.

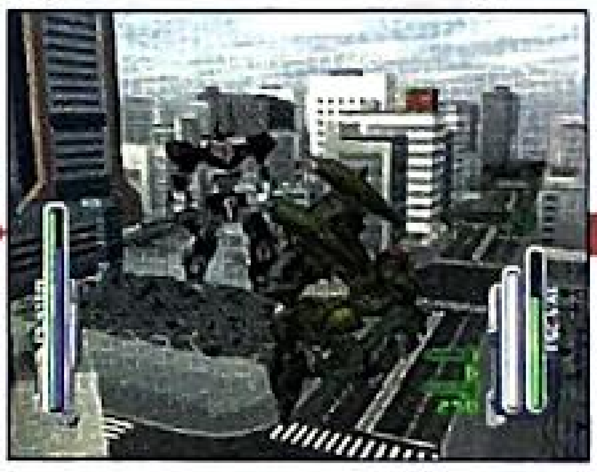
This tactic is a common pattern for all three robots. When the battle begins, first hit with a move that will knock the enemy down, such as a straight, uppercut, or chop. Once you've knocked the enemy down, get close to them and wait until they get up. Once the enemy has fully gotten up, immediately use another move that will knock them down. The moment the enemy gets up, there's a high chance of hitting, so once you've knocked them down once, you can easily defeat them by simply repeating this pattern.

● Download it first



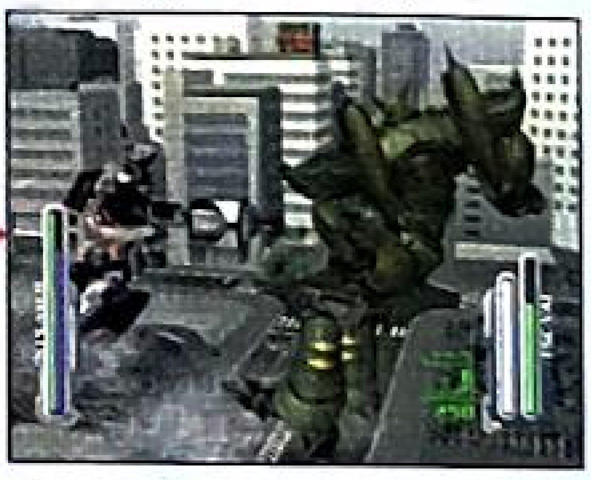
◆The basic techniques for knocking your opponent down are straights, uppercuts, and chops. Use these three depending on the situation.

❷ Wait for me to wake up...



⬆ Attacking while the opponent is getting up will not knock them down, so make sure they are completely up before using your attack.

● Bring it down again



⬆ Immediately after getting up, you are defenseless

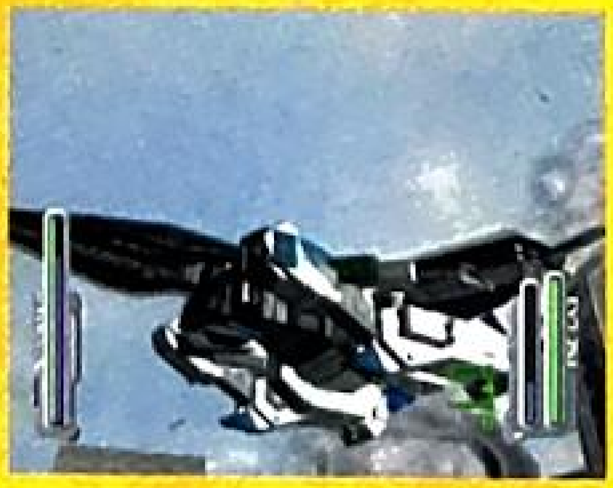
They are often prepared. Use a knockdown technique to trap them into a pattern.

Pattern: Use the robot as a decoy and attack with the protagonist's grenade.

This pattern uses the main character and Lyall. The main character's grenades will deal damage, so don't forget to have grenades ready to use and to always deploy Lyall. Now, as for how to get into this crucial pattern, first select Lyall when deploying your robot. Once the battle begins, transform into Fortress Mode (☐ button) to put Lyall into flight mode. Next, move over the enemy while in flight mode. The enemy will then try to attack Lyall, but their attacks will mostly miss and will just miss repeatedly. All you have to do is get close with the main character and repeatedly fire grenades at the enemy. A similar pattern can be used with Grangs, but they are more susceptible to enemy attacks than Lyall. If you want to be sure, use Lyall.

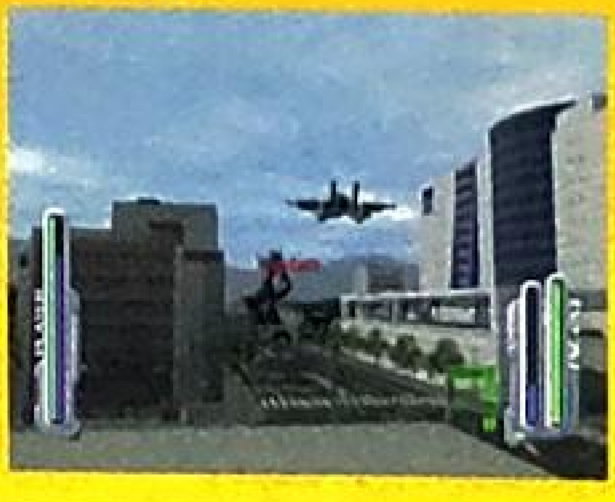
❶ Sortie with Lyall

Transform into a flying form.



❷ transform and move

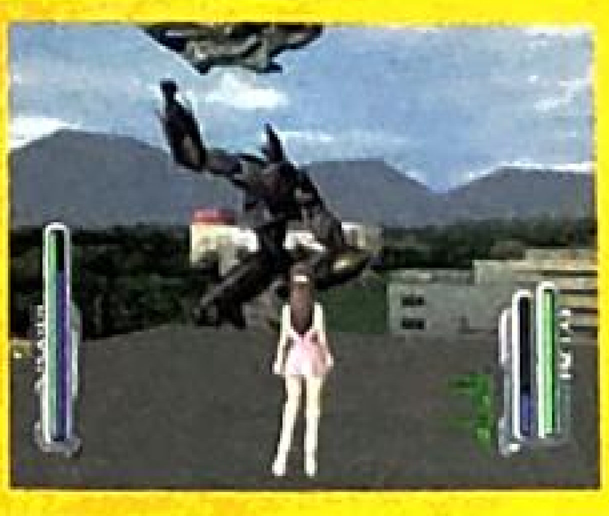
➡ Move towards the enemy's head.



❸ move above enemy's head

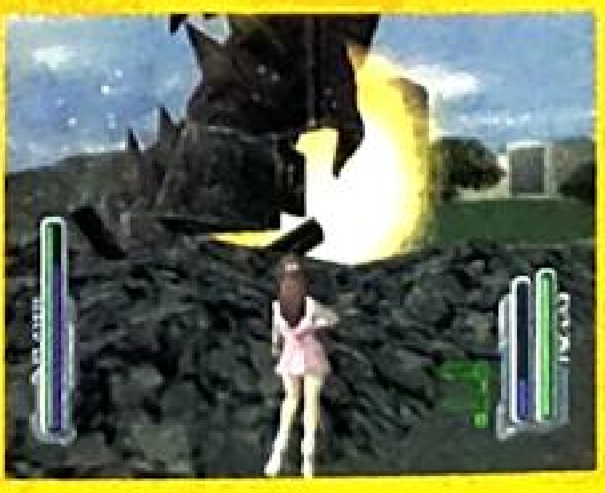
⇒The enemy will attack on the spot.

If it misses, it will be a success.



❹ attack with main character

Let's deal damage with the main character's grenade.



Master the basic tactics of the three robots

In story mode, the basics are to control the robots skillfully and defeat the enemies. Above all, if you can control the robots as you want, the fun will increase greatly. Below, we will introduce the basic fighting methods of Wavel, Lyall, and Grang, who will be controlled in story mode. Along with the techniques, it's a good idea to remember these first. The tactics introduced here are just one of several. Once you've become able to control the main character and robots to a certain extent, try coming up with your own new tactics by making full use of the various techniques that the robots can use.

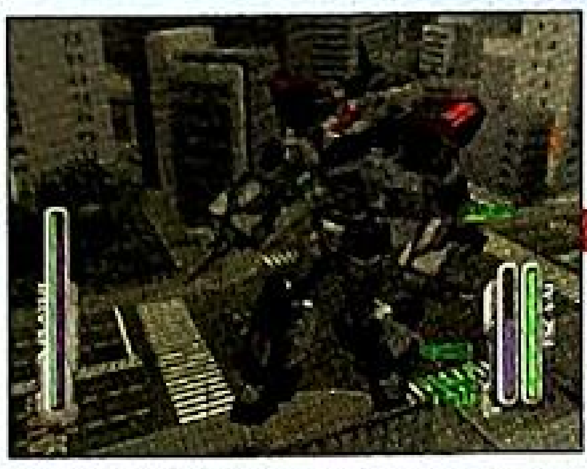
Wawel

Fight using "Drill Gear" and mode change attacks that increase your attack power.

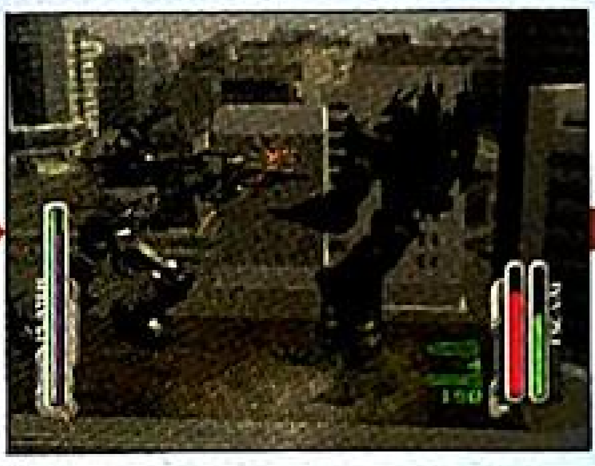
The basic strategy for Wavel is to combine "Drill Gear" with mode changes to increase attack power before fighting. First, when you get close to the enemy, equip "Drill Gear" and attack using pattern 1 of P031. Once the energy gauge fills up to the red zone, use mode changes to further increase attack power. This, combined with the effect of "Drill Gear," will make your attack power more than double its normal level. After that, if you follow up after the enemy is downed, you should be able to defeat them without any problems.

procedure

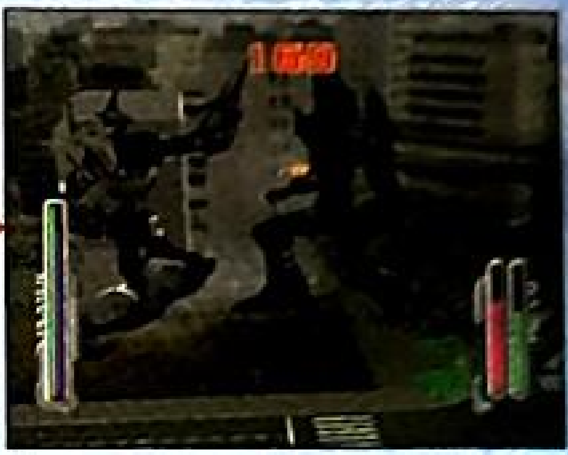
❶ Attack with "Drill Gear" equipped
❷ Change modes when the energy gauge is full
❸ Attack the enemy using a technique that has a knockdown effect.



↑ When you approach an enemy, first equip your right-hand weapon, the Drill Gear. Be careful, as your energy will decrease while equipped.



↑ Approach and attack with a straight right hand. When the energy gauge reaches the red zone, change modes.



◆When you change modes, it will self-destruct after 180 seconds, but that should be enough to easily destroy the enemy.

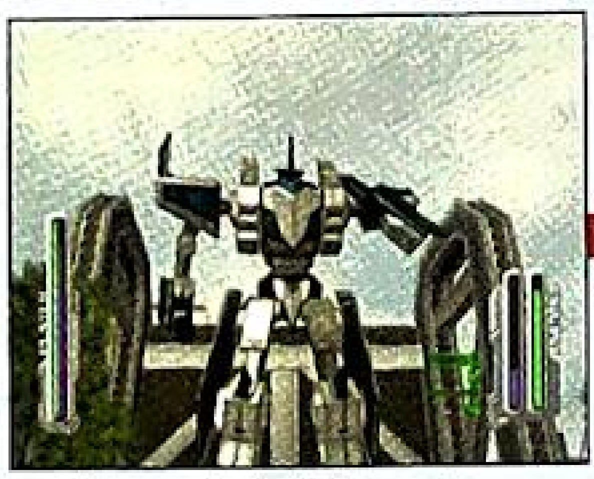
Lyall

Attack relentlessly with the "Lightning Cannon" which can hit enemies that are guarding or downed

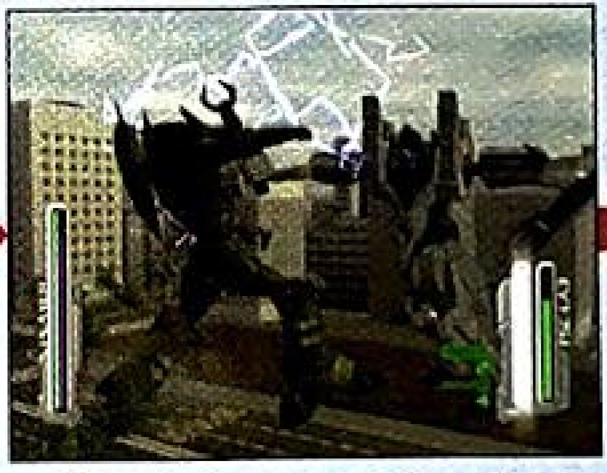
Lyall's "Lightning Cannon" is a powerful technique that will always knock down an enemy, even if it hits while they're guarding or down. Its only weaknesses are that it's vulnerable to Phantom Defense and that it runs out of energy easily. The former can be dealt with by dealing a certain amount of damage in close combat, and the latter can be dealt with by storing up energy beforehand by stomping forward or backward (see page 33). Also, if you've mastered "Metsubi," remember that you can defeat any enemy in one hit just by using this technique.

手順

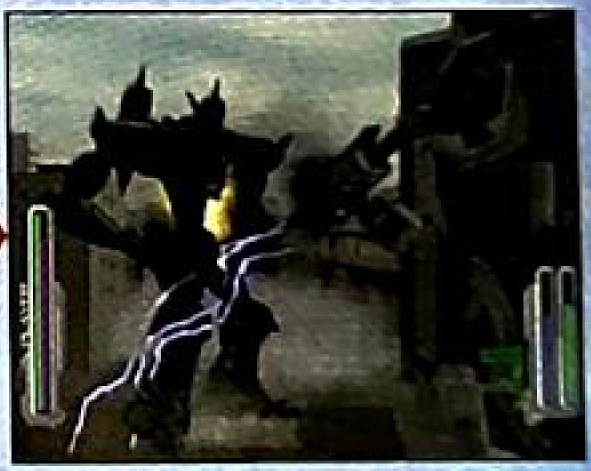
❶ Equip the "torpedo cannon" and "torpedo bomber" and then attack with your right hand.
❷ Once a certain amount of damage has been dealt, attack with "Lightning Cannon"
❸ Attack the enemy with a "torpedo cannon" before they can get up



↑ First, equip the left-hand weapon "torpedo cannon". Then, when you get close to the enemy, equip "torpedo bomber". Ready your weapon and attack with your right hand.



↑ Deal damage in close combat to prevent the enemy from using Phantom Defense, then use the Torpedo Cannon to knock them down.



◆ If you hit a downed enemy with the "Thunder Cannon", they will be downed again. You can repeat this as many times as you like as long as you have enough energy.

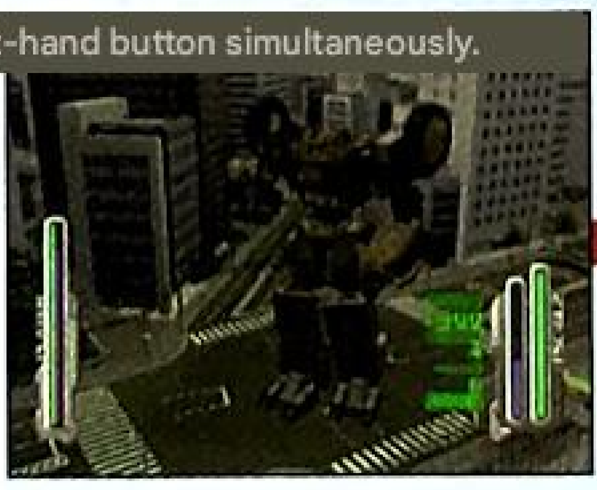
Grangu

Shut down Phantom Defense and then attack with a shooting weapon.

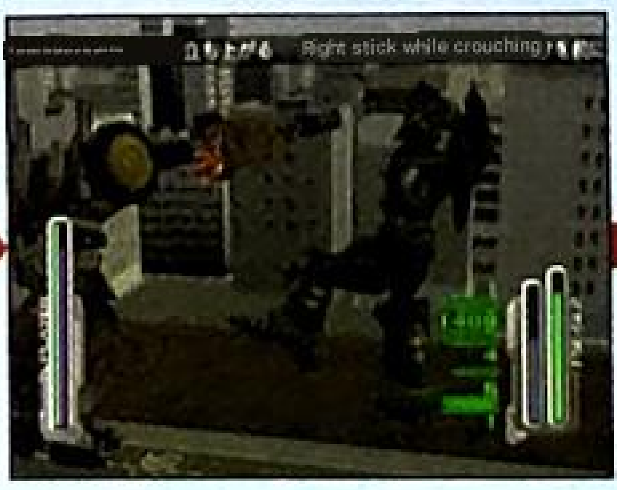
Grang's greatest weapon is his wide range of ranged attacks, but they are weak against Phantom Defense, so you'll need to deal some damage to the enemy through melee combat. First, crouch by pressing the right-hand button simultaneously. Then, press the second button again to equip the Storm Hammer and attack with the long-range Hammer Break. Once the enemy can no longer use Phantom Defense, knock them back, wait a moment, and then fire a ranged attack at the approaching enemy. Then, just repeat this process over and over.

procedure

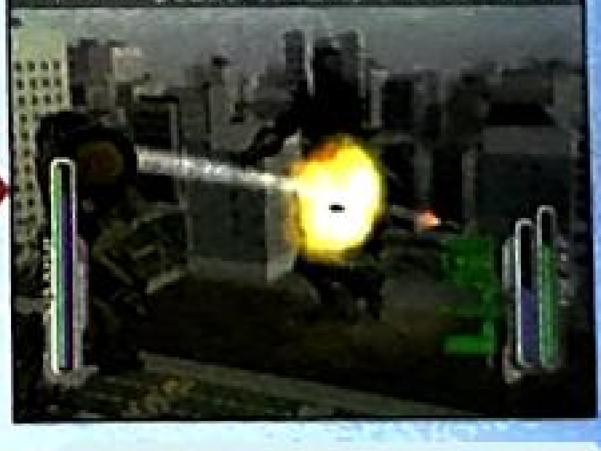
❶ Approach the enemy and equip the Storm Hammer
❷ Attack the enemy with "Hammer Break"
❸ Use a shooting attack after dealing a certain amount of damage



◆As with other robot tactics, first equip the Storm Hammer as your right-hand weapon before attacking the enemy.



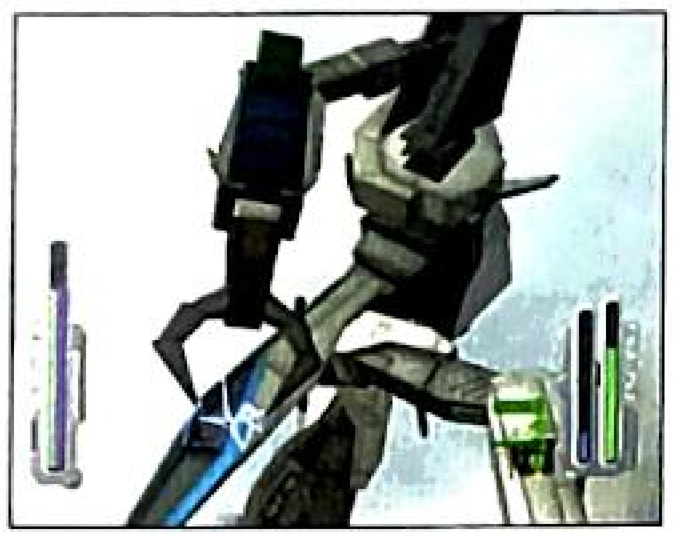
↑ We recommend the "Hammer Break" attack. If you're confident in your skills, try a follow-up attack. Let's use some chops.



↑ The enemy is Phantom Defense If you can no longer use the service, just shut it down and Just attack with shooting.

Efficiently store energy to use powerful techniques

The energy required to use a powerful technique increases or decreases by a set amount when you perform certain actions (see the table below). To store energy efficiently, try to use these actions as many times as possible. When it comes to increasing or decreasing energy, it's important to pay attention to when you land a punch. The gauge increases more than with other actions, and increases regardless of whether you hit or guard. If you want to store energy quickly, just use punches to attack.

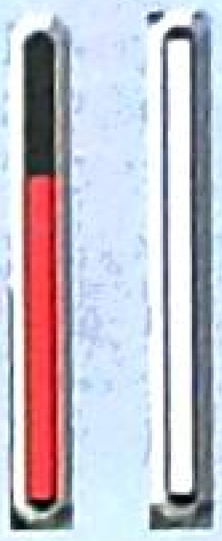


⬆ Be careful, as the only time your energy will decrease is when you equip a weapon on your right arm.

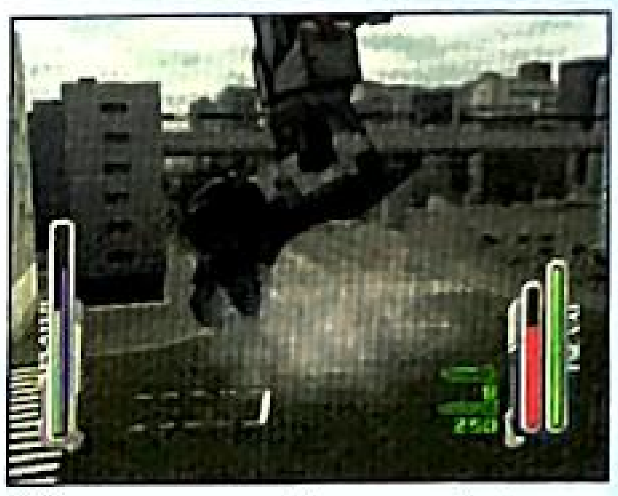
Energy (EN) increase/decrease behavior	
action	EN increase weight loss
walk	Add 10 per step
punch hit	Increase EN by the amount of skill damage
When changing right arm weapon	EN5 decreases every second

Use foot stomping to charge even faster

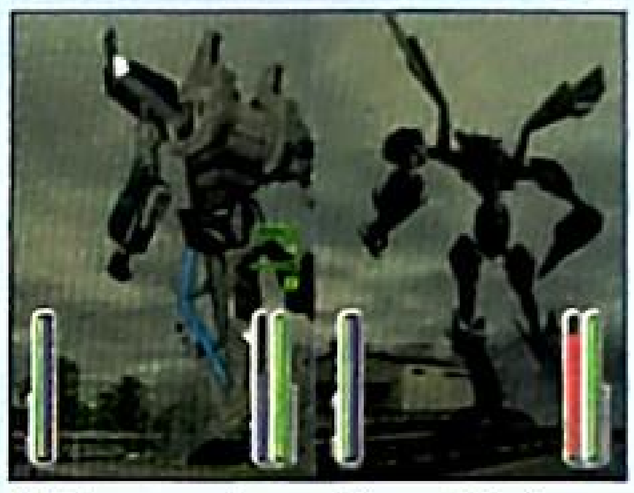
When "walking," energy increases the moment the robot lifts its legs. If you are using normal controls, which allow you to change your stride length, you can efficiently increase energy by simply repeatedly pressing either the L or R button.



◆The left side shows the amount of energy accumulated when walking only, and the right side shows the amount of energy accumulated when using foot pedaling.



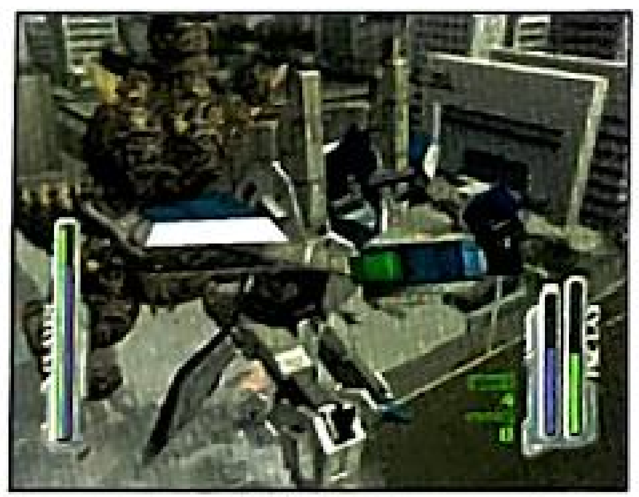
◆You can accumulate energy faster than usual by simply repeatedly pressing the L1 or R1 button.



◆Volgara can be used in combination with "Strange Sounds" and stomping, so it accumulates even faster than the Kijin.

Learn how to get up from being knocked down

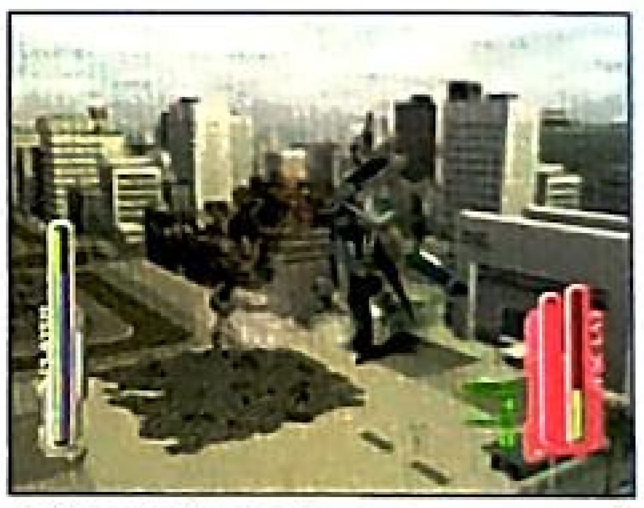
Some attacks have a knockdown effect. If you are hit by one of these attacks, you will be knocked down and will be at a great disadvantage until you get up. Here we have summarized the process from being knocked down to getting up and the characteristics of each state, so please read it carefully.



⬆ The basic rule is to press the button immediately after being knocked down to get up and input guard.

Even if you get knocked down, don't panic and fight back

If an enemy approaches you while you're down, try to counterattack without rushing. You can still attack while getting up, so be sure to watch the distance between you and the enemy and time your moves accordingly.



⬆ Try to knock your opponent down by using uppercuts or straights.

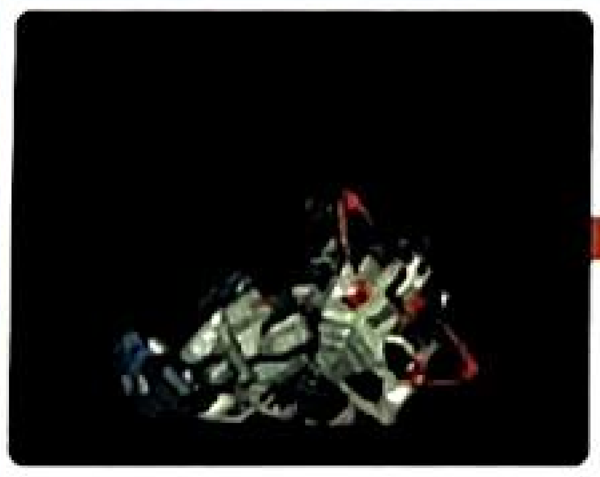
Steps to getting up

When hit with an attack that has a knockdown effect, the character will be knocked down onto their back or stomach. They will begin to get up by pressing a specific button or after a certain amount of time has passed, but while getting up, they cannot take any action until they have raised their upper body about halfway. Therefore, if they are attacked during this time, they will take unilateral damage. They will be able to act when their upper body is more than halfway raised, and if they input a command at this time, they will start moving immediately. Incidentally, it takes longer for them to get up when they are knocked down on their stomach.

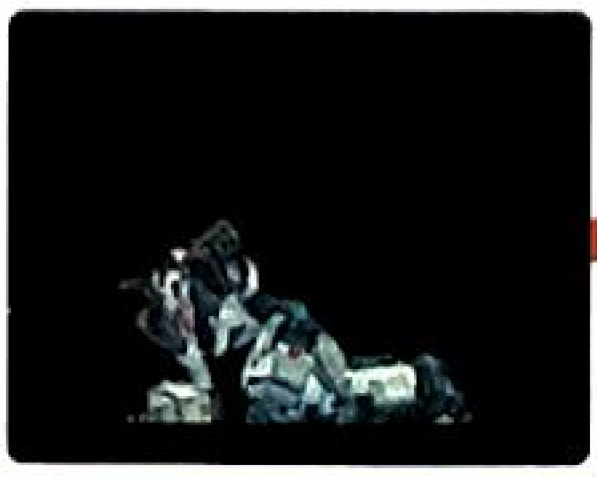
facing forward

face down

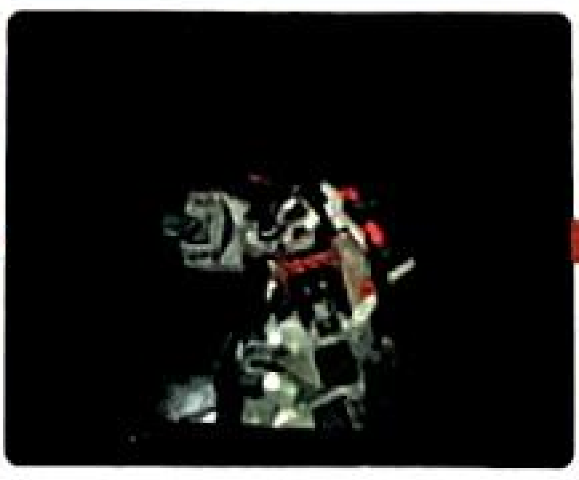
Start getting up



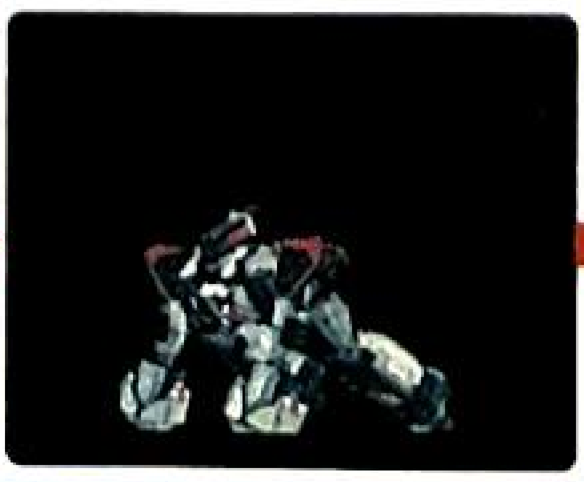
↑↓ After being knocked down, you will be unable to move until you start to get up. If a move with a downward hitbox is used during this time, you will be hit unilaterally.



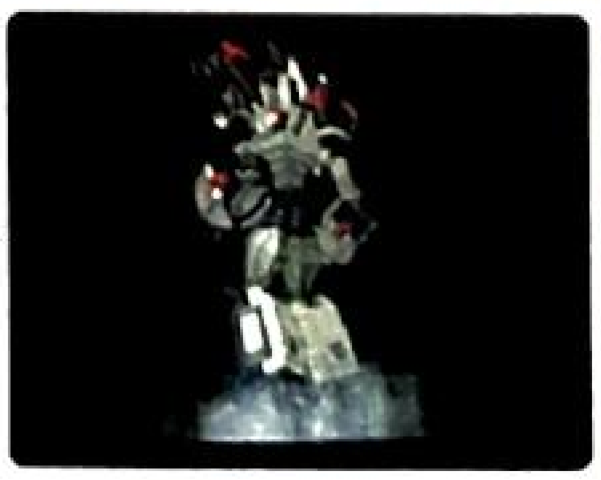
getting up



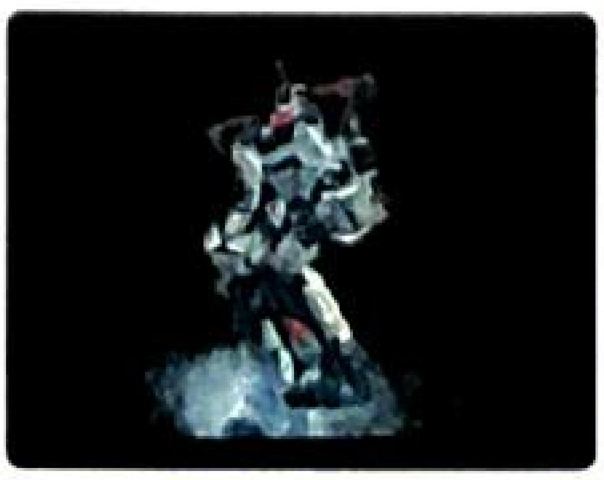
↑↓When getting up, you cannot take any action until your upper body is half-raised. Once you have raised your upper body, you will be able to perform normal actions.



Finished getting up



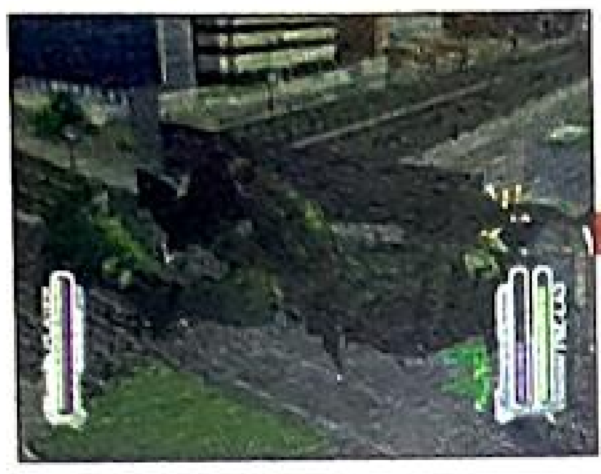
↑↓Once you've mastered the normal controls, all you have to do is fight as usual. Watch the enemy's movements carefully and act appropriately for the situation.



Finish off an enemy who is defenseless

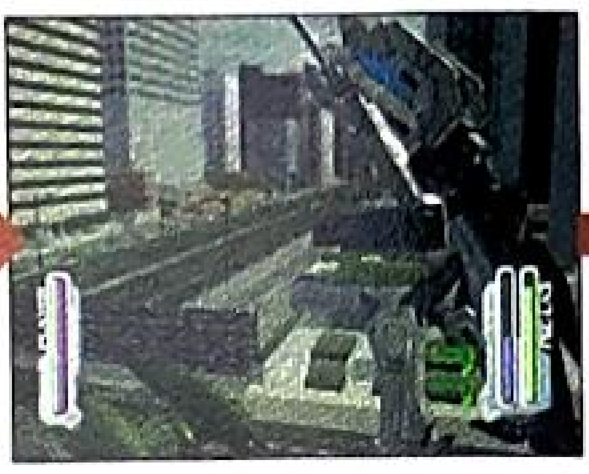
As mentioned above, after being knocked down, you will be unable to move for a certain period of time until you get up. During this time, attacks cannot be guarded, so you can attack unilaterally. You can definitely inflict damage by using moves that have a downward hitbox, such as the basic uppercut or Wawel's "Haken Laser." With normal controls, you can also land straight attacks by moving your hips and looking down.

Let me down...



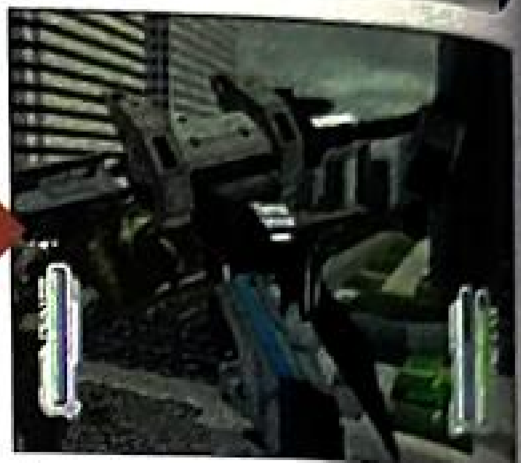
◆After knocking your enemy down with a straight or uppercut, move forward and get closer to them...

After moving your hips



◆Move your hips downward to land an attack. You can also aim for a shooting attack.

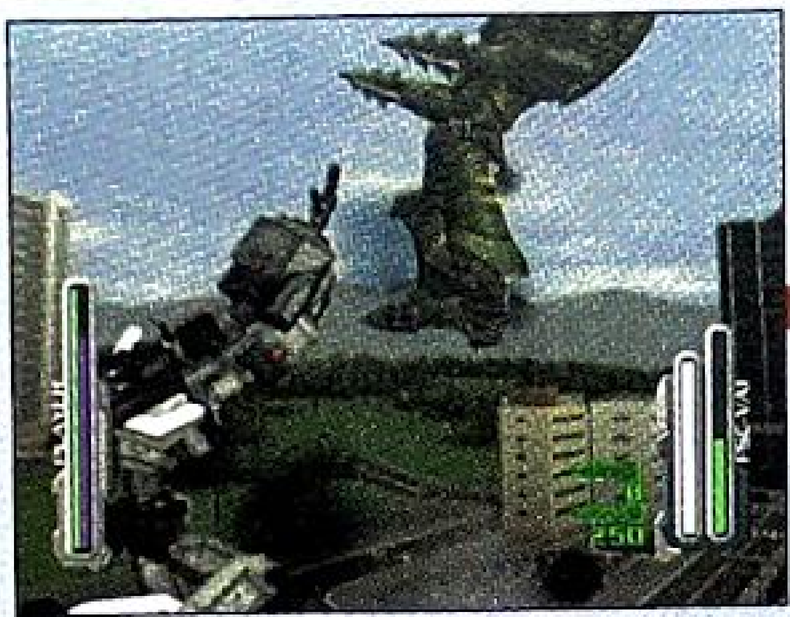
decide on a follow-up



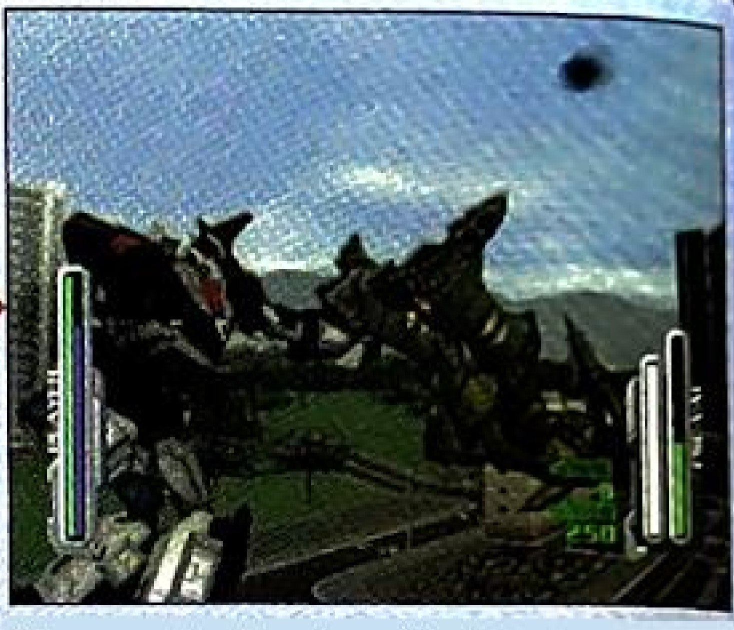
⬆ All you have to do is attack the enemy until they get up, and you'll inflict a lot of damage.

Floats enemies continuously

"Gravity Zero" can lift the enemy high into the air, allowing the robot to act before the enemy hits the ground. In other words, if you can perform a move before the enemy hits the ground, you can land consecutive moves like an aerial combo. Why not try landing "Gravity Zero" several times in a row, or combine it with chops or uppercuts to come up with your own unique aerial combo?



⬆The key is to get as close as possible to the target and release "Gravity Zero."



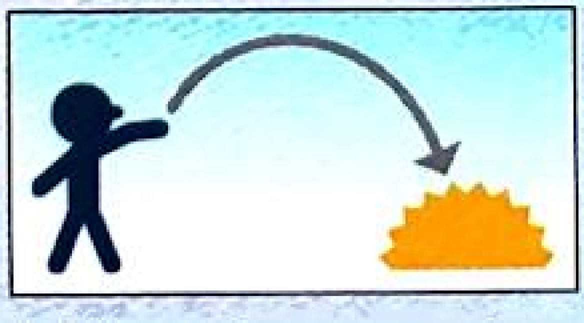
◆The enemy will be defenseless until just before they are knocked down, so you can hit them with a variety of techniques.

Teach other effective techniques

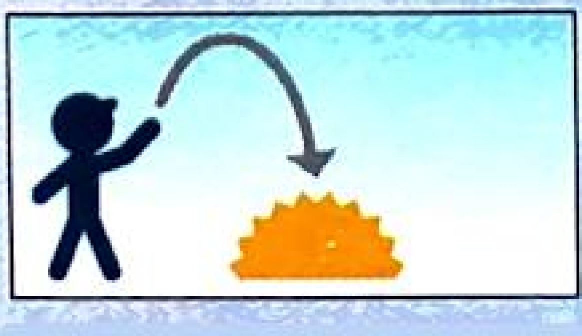
Up until now, we have introduced various techniques, such as the basic tactics of the robots and how to store energy, but there are also some other small techniques that are useful to know. Among them, the three techniques introduced below are very useful in Tory Mode, so be sure to remember them. Some of them may take some getting used to, but once you can use them instantly, you should be able to clear each mission more easily than ever before.

Change the viewpoint to change the grenade's trajectory

When you throw a grenade, its trajectory is always constant, but if you press the X button and throw the grenade while changing your viewpoint, you can change the grenade's trajectory as you wish. This technique allows you to fine-tune the grenade's trajectory without having to move, so be sure to master it.



◆◆If you throw a grenade while in main character control mode, it will fly far away on a gentle trajectory.



◆◆Changing your viewpoint and throwing a grenade will change its trajectory. The higher you look when throwing, the higher the trajectory will be and the shorter the distance.

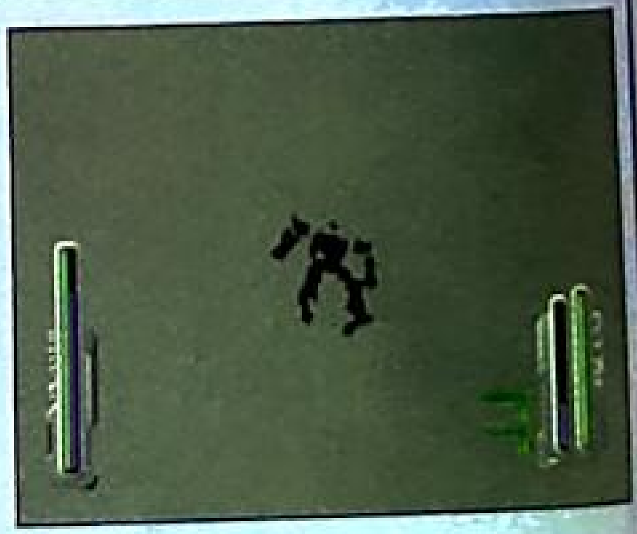
How to reliably land powerful moves

Most powerful moves require a ground charge, which means it takes time to execute them. If you want to land an attack reliably, knock your opponent down, then perform a ground charge before they get up, and then perform the move the moment they get up.

⬆Use a Grand Charge while the enemy is down.

Lure Phantom Defense into attacking

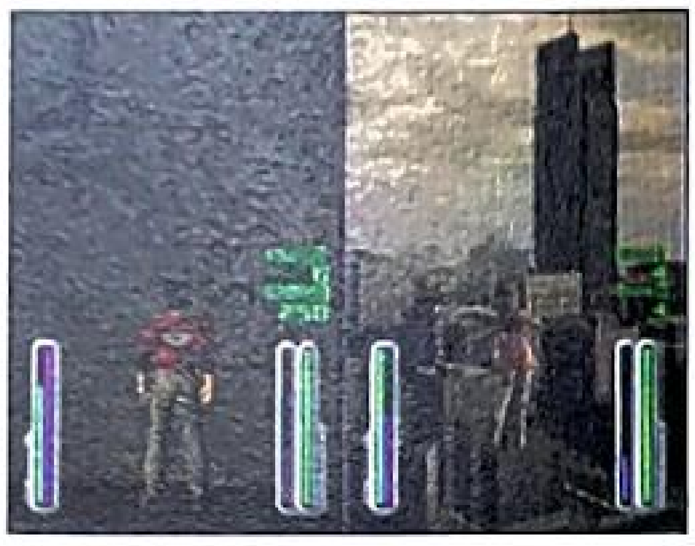
The Volgara's Phantom Defense has the ability to evade ranged attacks and teleport to either in front of or behind the robot. By taking advantage of this ability and deliberately launching a ranged attack, it is possible to lure out enemies from a distance.



⬆Use Phantom Defense to avoid the trouble of getting close.

How to fight unique to VS mode

Techniques that are useful in Story Mode are also effective in VS Mode, where players battle each other, but there are also some techniques that are unique to VS Mode. Here, we will introduce techniques that can only be used in these battles, so please try using them to enjoy the battles. By the way, in addition to techniques, there are various other ways to play the battles (see page 117), so if you want to enjoy the battles even more, you should also refer to those. You will be able to experience the human tactics that you cannot get in Story Mode.



⬆ If you remember these techniques, they will come in handy in an emergency.

Aim for the main character and make a comeback!

The main strategy for battles is to defeat the opponent's main character, but if the difference in durability makes it difficult to defeat the opponent's robot, you can also aim for the opponent's main character. Most robot attacks can defeat the main character in one hit, so be sure to check the position of the opponent's main character and try to turn the tables with one hit.

Or the durability of the robot is zero. Usually, you control the robot to fight.

◆Take the opponent player by surprise and aim at the main character with a shooting attack.

Attack the opponent's vision

During a match, attacking your opponent's vision can also be a meaningful strategy. For example, if you place the protagonist in front of a building and block their view, it will be difficult for your opponent to grasp your position. Another way to confuse the other player's controls is to use moves that forcibly change the viewpoint, such as Wawel's "Assault Knuckle."

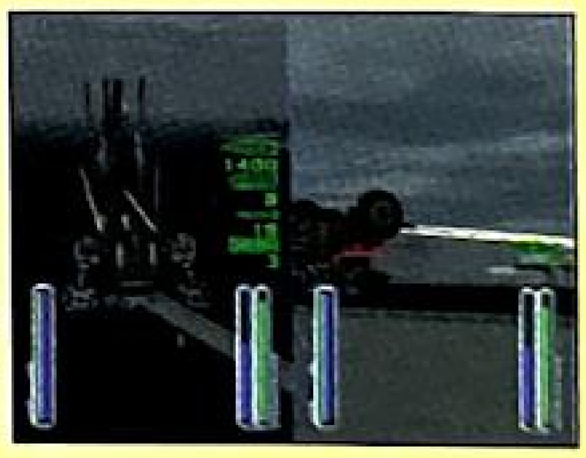
⬆ Let's confuse the opponent.

It is important not to let the other person know your position.

Utilize Volgara's techniques

Volgara has some exclusive techniques that the robots don't have. Techniques like "Vanishing," which warps you above the opponent robot's head, and "Strange Sound," which stores energy, are very effective, so you'll want to make good use of them. In particular, "Vanishing" is the only technique that can completely avoid enemy attacks, so you'll want to make good use of it.

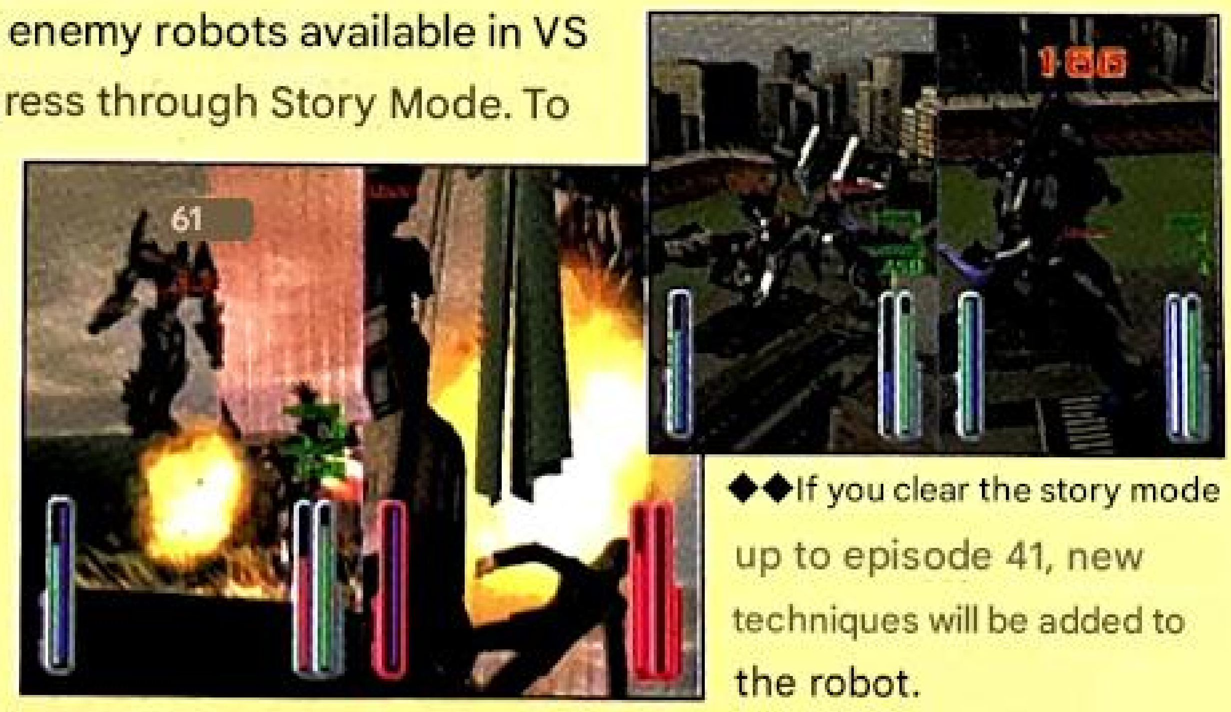
⬆ Use the "mysterious sound" to save energy.



◆ "Vanishing" evasion. Use it for emergency

Let's understand the characteristics of VS mode

The number of maps and enemy robots available in VS Mode increases as you progress through Story Mode. To select all maps, you must clear Episode 50 twice, and for enemy robots, you must clear Episode 53 twice with a different protagonist. First, clear Story Mode to prepare the environment for battle.



◆◆If you clear the story mode up to episode 41, new techniques will be added to the robot.

Maps added in battles	
map name	conditions
Tokyo	Episode 3: The Fall of the Capital Clear "Part 2"
Senjo Port	Episode 6: The Decision at Senjo-oki Clear "War"
Chihayayama	Episode 33: Clear "Battle of Chihayayama"
"Volgara Occupied Zone	Episode 50: Capture of Chihayayama Complete "Postwar"

Added machine weapons		
[illegible]	Machineman	Additional weapons
Episode 39	Wawel	Genesic Transformation
Episode 41	Wawel	genesis cry
	Lyall	"Kaminagi mode activated "Destruction
	grung	Divine Destruction Mode Activated" iron task

Robots added as the story progresses	
[illegible]	robot name
Episode 5	Drill Laborer
Episode 7	Harrier
Episode 10	Fire Laborer
Episode 11	Cyclone Harrier
Episode 16	Harrier 2
Episode 19	centurion
Episode 29	siren
Episode 39	"Space Creature Dantalion"
Episode 40	guardian
Episode 41	"Rock Cave God Barrow
Episode 42	Genshin Four
Episode 47	"Fuujin Fuga"
Episode 50	"Dark God Bro
Episode 53 (※1)	Doomsday Weapon Asmodeus
Episode 53 (※2)	Valdre

*1 Only if the protagonist is Naoto or Ryo.

*2 Only if the protagonist is Yui.

Battle maps with a variety of buildings and terrain

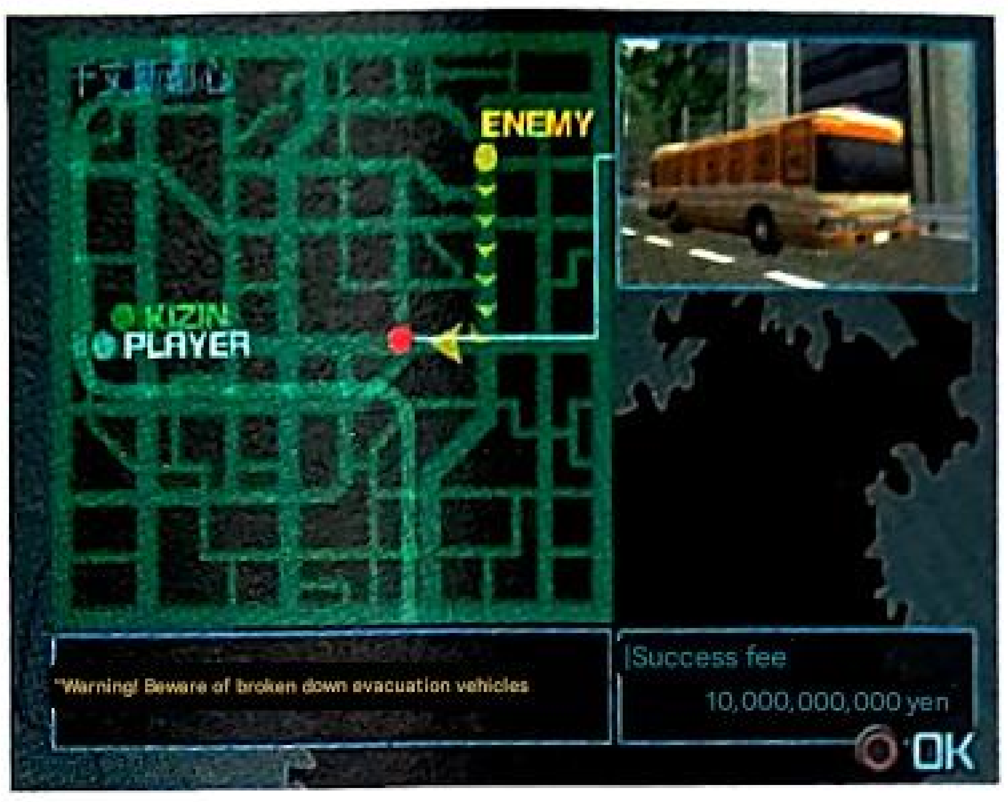
map

There are a total of seven maps that appear in the game. We will now explain the characteristics of each map and some of the most representative buildings. Please note that the number of maps that can be selected in VS Mode will change depending on your progress in Story Mode (see the table below).

Battle mode
千丈うた

◇The game is set mainly in Japan, with the exception of Rome.

How to read the map



"Warning! Beware of broken down evacuation vehicles

|Success fee
10,000,000,000 yen

Blue: The protagonist's starting point

Green: The starting point for the robots when they launch. However, in missions where robots emerge from a launch gate, this will not be displayed on the screen (instead, the launch gate will be displayed).

Purple...represents the launch gate for the robots. It will not be displayed on the screen in missions where robots are forced to deploy.

Yellow: Enemy appearance location and progression route

Red: Objective building. Displayed in certain missions.

Conditions for using maps in VS mode

map name	conditions
rome	Available from the beginning
Senjo city	Available from the beginning
Senjo Shintoshin	Available from the beginning
Tokyo	Available after clearing episode 3
Senjo Port	Available after clearing Episode 6
Chihayayama	Available after clearing episode 33
Volgara Occupied Zone	Available after clearing episode 50

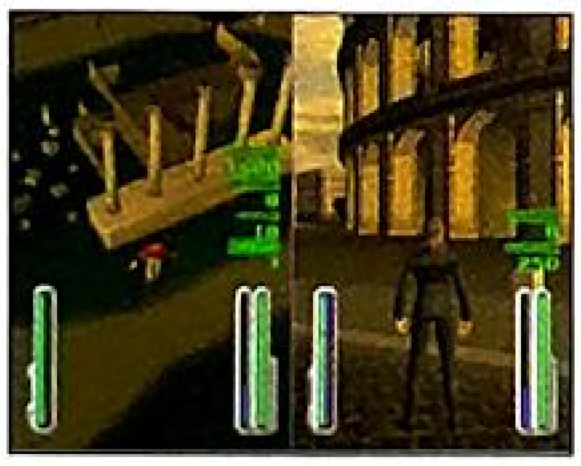
Number of maps that appear in story mode

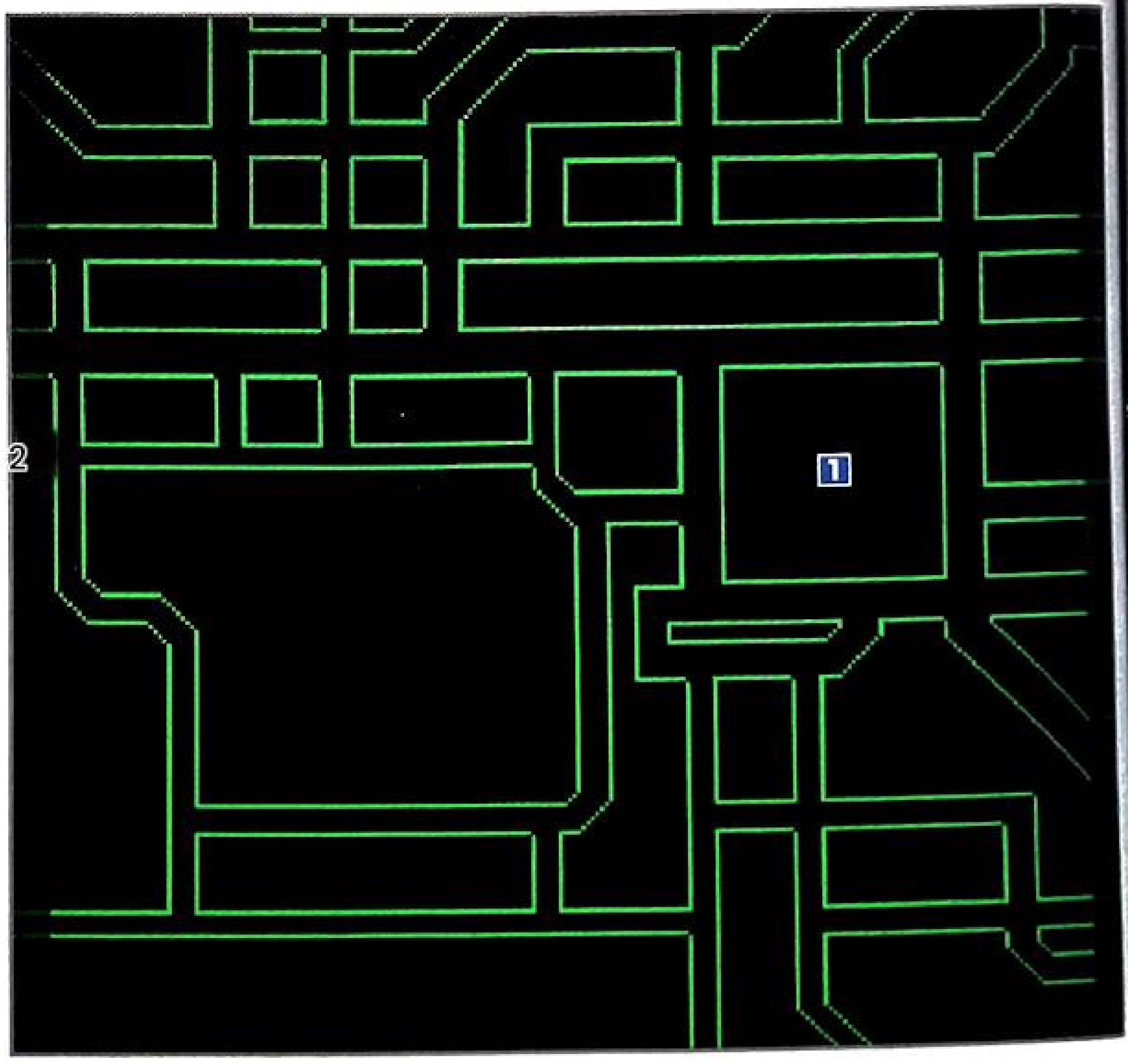
rome ··········· 0 times Tokyo ········..............3 times | Senjo City.................22.5 times
千丈港 ···········6 Senjo New City: 20.5 times Chihayayama: 2 times
Volgara occupied territory ··2回

ローマ

The beautiful Italian city that was Volgara's first target

A traditional city that represents Italy. In the game, it appears as the first city attacked by Volgara when it arrives on Earth. The protagonist does not visit it during story mode, and it is a special map that can only be used in VS mode. The cityscape gives off a sense of its long history, with a huge coliseum and ancient stone pillars scattered throughout the city. There are also U-shaped houses, This unique Roman house can be considered a VS Mode map.





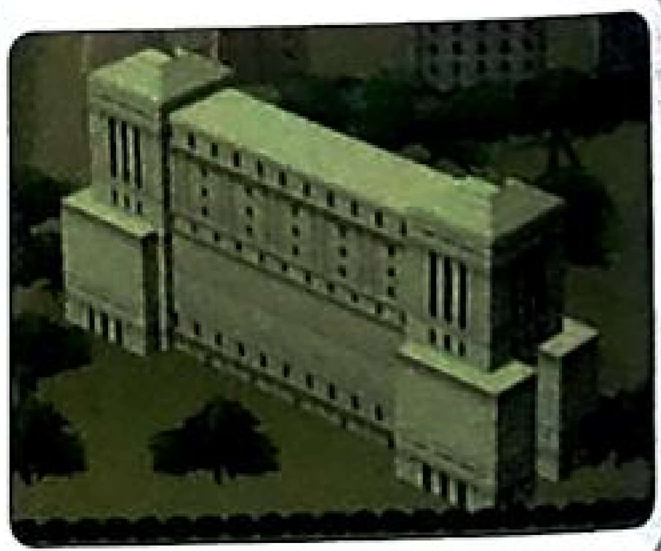
~Rome building list~

1 coliseum
2 Memorial Hall

1 coliseum

This amphitheater is said to have been where gladiators fought for their lives in ancient times. Inside the arena, there is a huge maze, making it one of the tourist attractions.

2 Memorial Hall

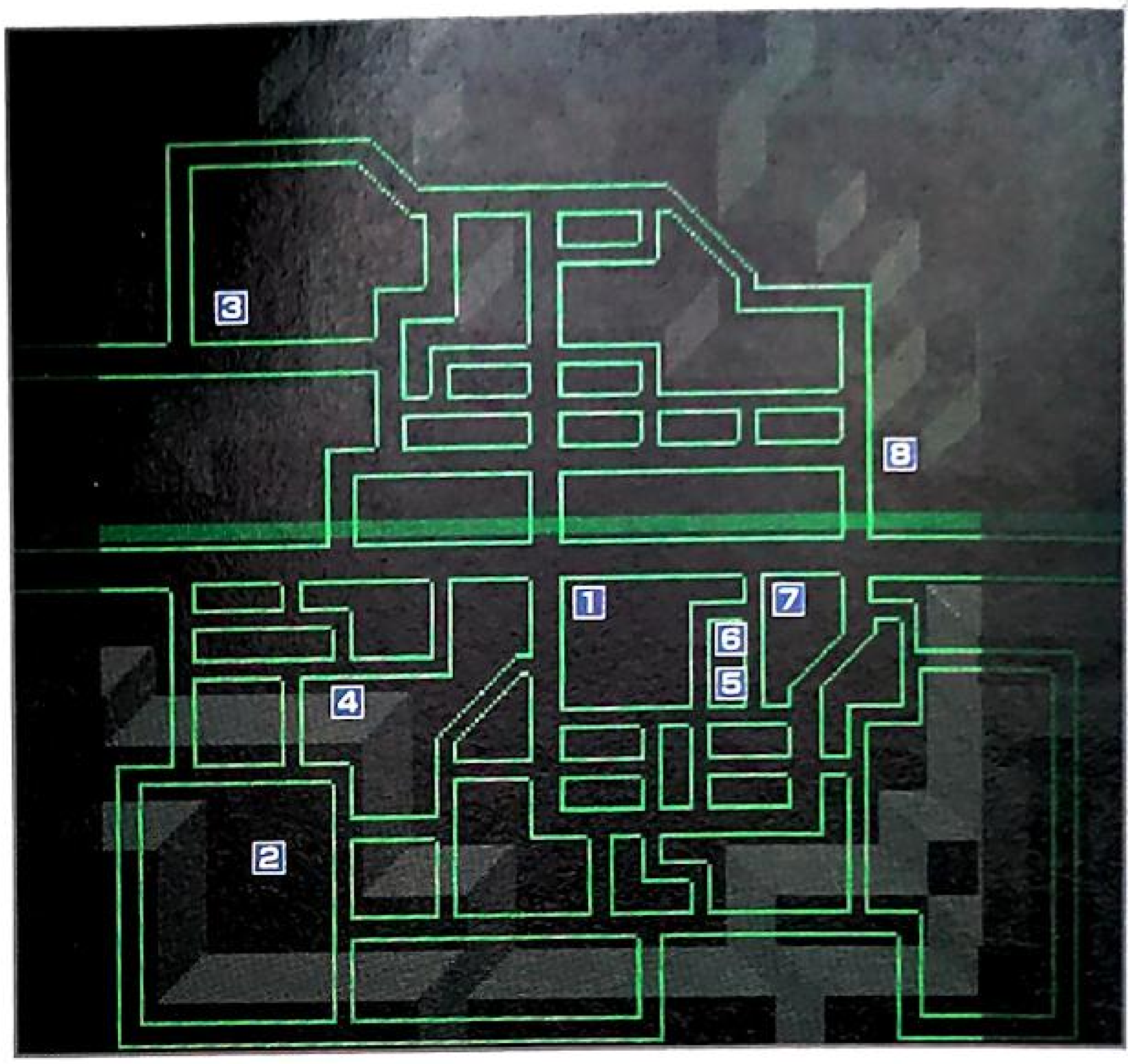


The building's distinctive rooftop sculpture is eye-catching. It's based on a real tourist attraction, so if you're familiar with Rome, you might be able to guess the original.

Senjo city

The residential area where the protagonist and Nanaho live

It is a residential area in Senjo City that retains its traditional streetscape, and is located in a basin-like area surrounded by hills on all sides. Even though it is a run-down town, there are many important facilities such as Nanaho, the Confectionery House, and the Civilization Preservation Foundation, which serves as the protagonist's base of operations, and it is the setting for the most story mode. There are also many facilities related to economic points, such as Nanaho's part-time job and its rival, Otawara Trading Co., so when playing story mode, you should pay attention to important facilities while fighting enemies.



~Senjo City Building List~

1 Civilization Preservation Foundation
2 Senjo Daiichi High School
3 supermarket
4 Panda Bakery
5 Cafe Baron
6 Nanaho's apartment
7 Kaoruko's apartment
8 Otawara Shoji

1 Civilization Preservation Foundation

The protagonist belongs to a foundation, and the launch gate for the robots is located nearby. The central command center is located 1,000 meters underground, so the building itself is not very important.

② Senjo Daiichi High School

The high school where the protagonist and Nanaho attend. In certain missions, it may become a target of Volgara's attacks. Defending it will earn you 500 million yen as an educational reinforcement award.

3 supermarket

JATY JATY
JATY

A super-large supermarket that is causing trouble for small businesses in Senjo City, such as the one where Nanaho works part-time. If the building is destroyed by a robot in episode 32, Nanaho's economic points will be reduced by 1.

4. Panda Bakery

A privately owned bakery near the school. Nanaho works part-time at the bakery, and if it is destroyed, her salary will be cut. Be careful not to let enemies get close.

5. Cafe Baron

A small coffee shop near the apartment where Nanaho lives. In episode 31, Nanaho will work there part-time, so be sure not to let the enemy destroy it.

6 Nanaho's Apartment

An old apartment where Nanaho moved after her grandmother's house was destroyed. There are no disadvantages to destroying it except for certain missions, so it's not something you need to worry about too much.

7 Kaoruko's apartment

Kaoruko lives in one of the tallest apartment buildings in Senjo City. Every time something is destroyed, Kaoruko has to stay at the Foundation, and she becomes increasingly upset.

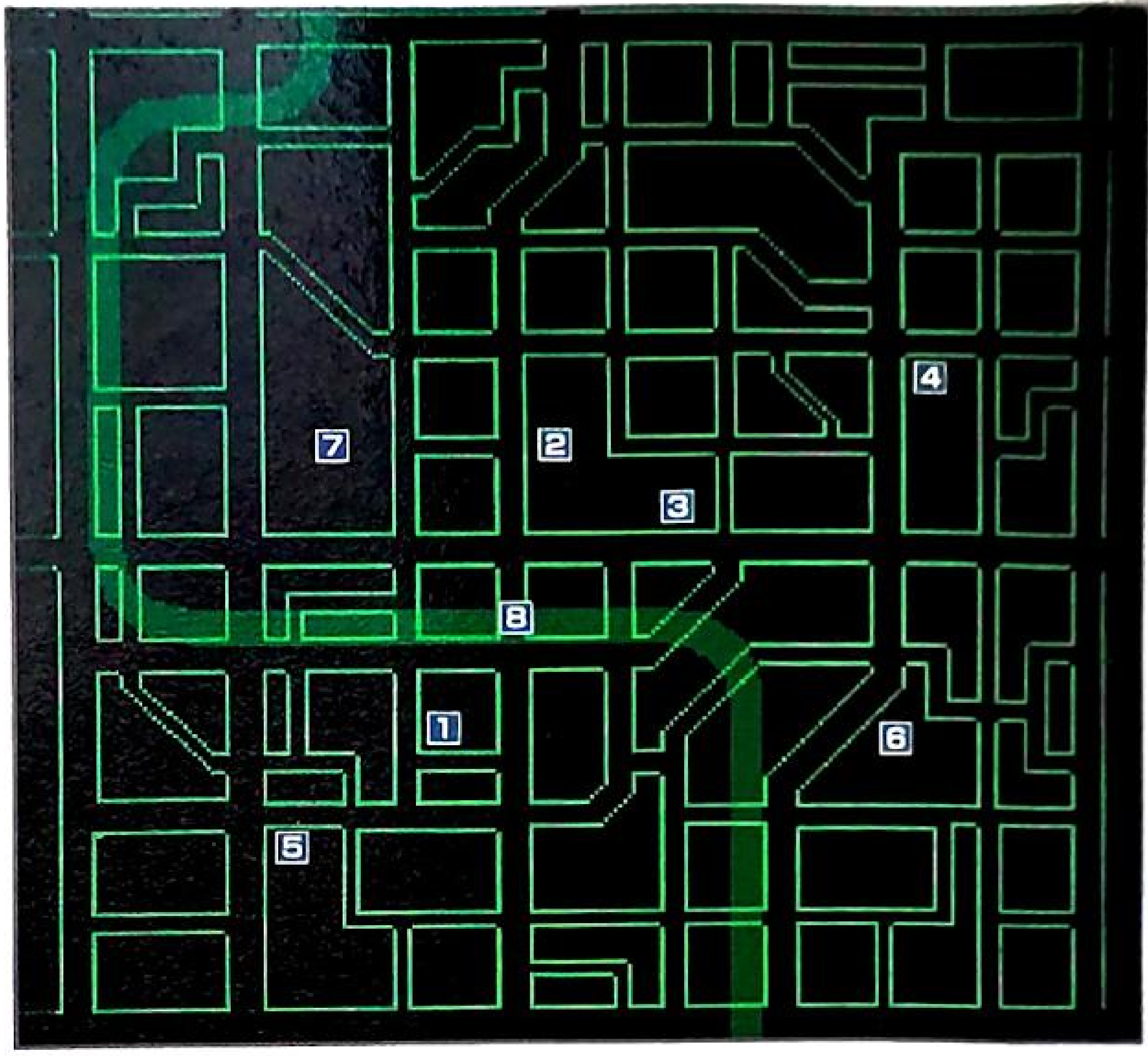
8 Otawara Shoji

This unscrupulous company is tormenting the surrounding residents through land speculation and other means. In episodes 31 and 32, Nanaho is delighted when the robot destroys the building. Let's bring down the hammer of justice.

Senjo Shintoshin

This is the heart of Senjo, where major companies are concentrated throughout the map.

Dubbed the newest urban center after Tokyo, this city is home to the headquarters and facilities of Japan's leading companies. It appears frequently in Story Mode and is one of the most fiercely contested areas, with numerous battles taking place here. Because there are so many leading companies, protecting buildings often earns you large special rewards, so it's best to minimize damage as you play. Keep in mind that the destruction of Misaki Heavy Industries' headquarters building and factories in particular will have a major impact on various events (see page 29).



~Senjo New City Building List~

1 Senjo City Hall
2 Misaki Heavy Industries Head Office Building
3 Misaki Heavy Industries First Factory
4 Senjo Hospital
5 Tsukioka Industry
Evacuation guidance team headquarters
7 stadium
8 Nishisenjo Station

1 Senjo City Hall

This building is where the mayor and many other politicians hold daily meetings. Defending the building in Story Mode will earn you the 1 billion yen Mayor Senjo Prize.

② Misaki Heavy Industries Head Office Building

Misaki Heavy Industries' headquarters building. Defending it will earn you a reward of 1 billion yen, and if you continue to defend it, an event will occur in the final episode in which Misaki Heavy Industries' secret weapon is completed.

3 Misaki Heavy Industries First Factory

A factory that produces anti-Volgara weapons. This building affects Misaki Heavy Industries' economic points, and defending it will give you 1 billion yen as a Misaki Heavy Industries factory prize.

4 Senjo Hospital

A large general hospital on the east side of the city. If you successfully defend it, you will receive the Red Cross Prize of 2 billion yen. Because of the high reward amount, it is one of the buildings you want to protect with the highest priority.

5 Tsukioka Industry

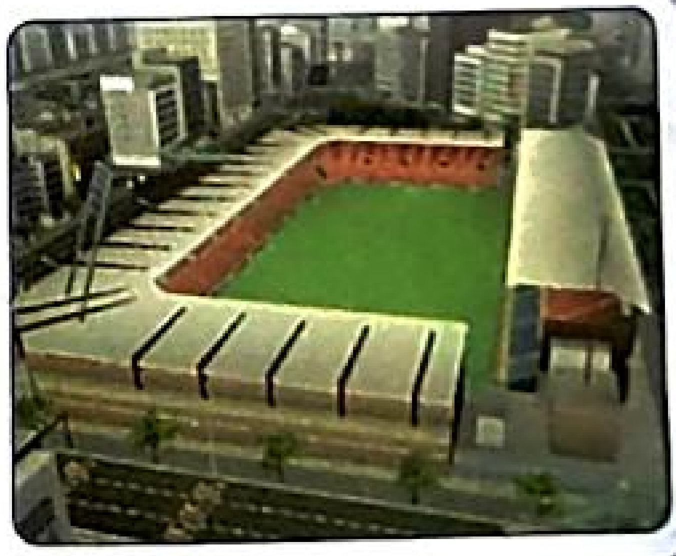
Tsukioka Industry

The weapons company run by the protagonist's father went bankrupt seven years ago and is no longer in operation. There's no benefit to defending it, but it's worth remembering.

6 Evacuation guidance team headquarters

The headquarters of the civilian evacuation organization that Eren belongs to. There is generally no downside to destroying it, but be careful as it can result in a game over depending on the mission.

7 stadium



It's a huge stadium designed to accommodate sports like soccer. The building is divided into blocks, so it won't collapse easily.

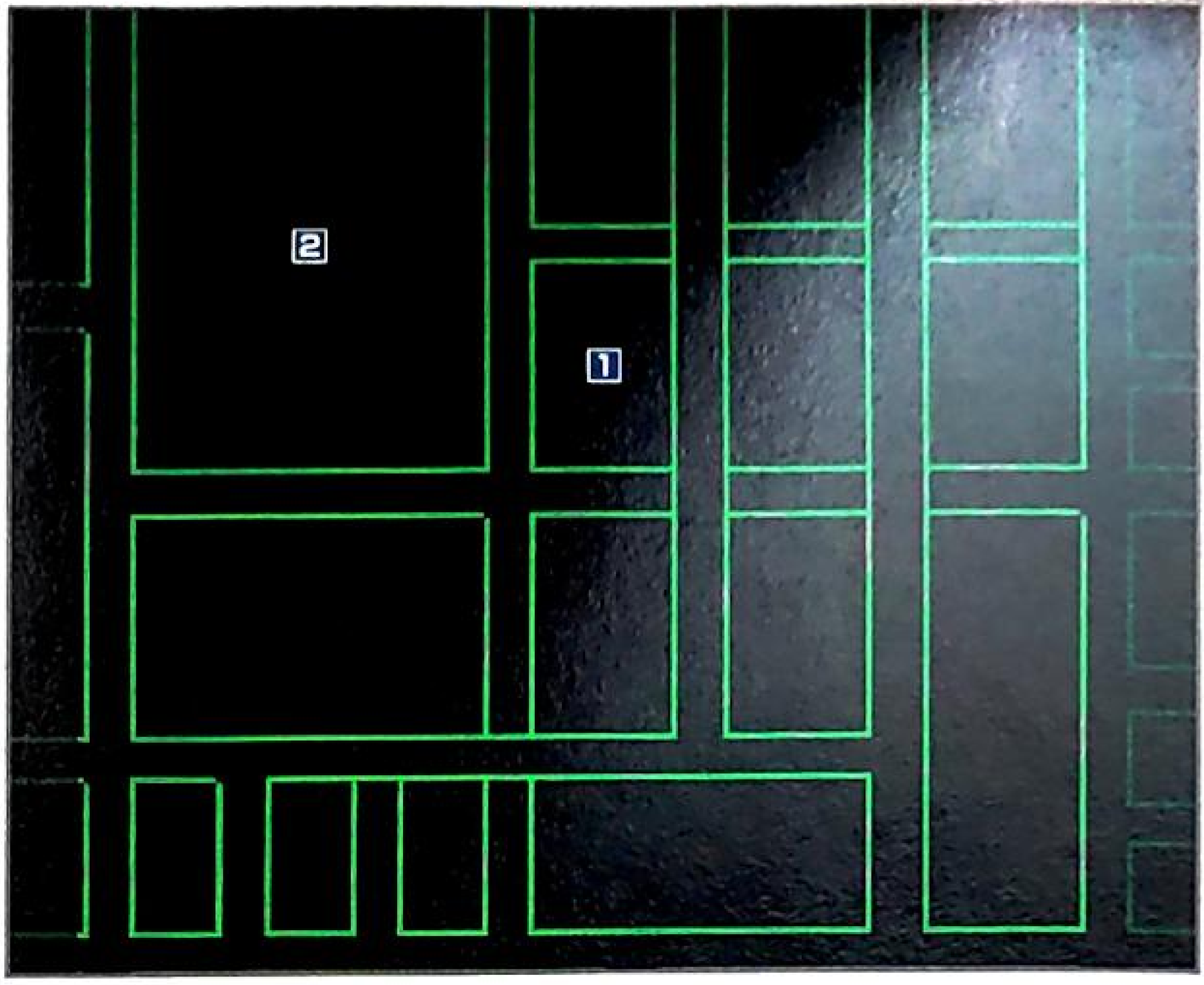
③ Nishisenjo Station

This station is larger than Minamisenjo Station, which is located in a residential area. It is one of the key facilities for land transportation, and depending on the mission, you may need to defend it to protect the transported goods.

Tokyo

The capital city, the heart of Japan, is home to countless skyscrapers.

Japan's capital city is home to countless skyscrapers, including the government building towering over the city, far surpassing Senjo New City. The protagonist has few opportunities to visit this area in story mode, and there are no facilities that offer rewards, but the map's design is among the best in the world of maps. The map has a complex layout with many overpasses, and there is even a narrow underground passage near the government building, making it realistic down to the smallest details. The underground passage in particular is easy to miss during normal play, and although it is not directly related to the main story, we encourage you to try and find it.



~List of Tokyo buildings~

1 Government building
2 park

1 Government building

This iconic building, with its distinctive twin towers, is a symbol of Tokyo. It is modeled after a real government building and is the tallest of Tokyo's many skyscrapers.

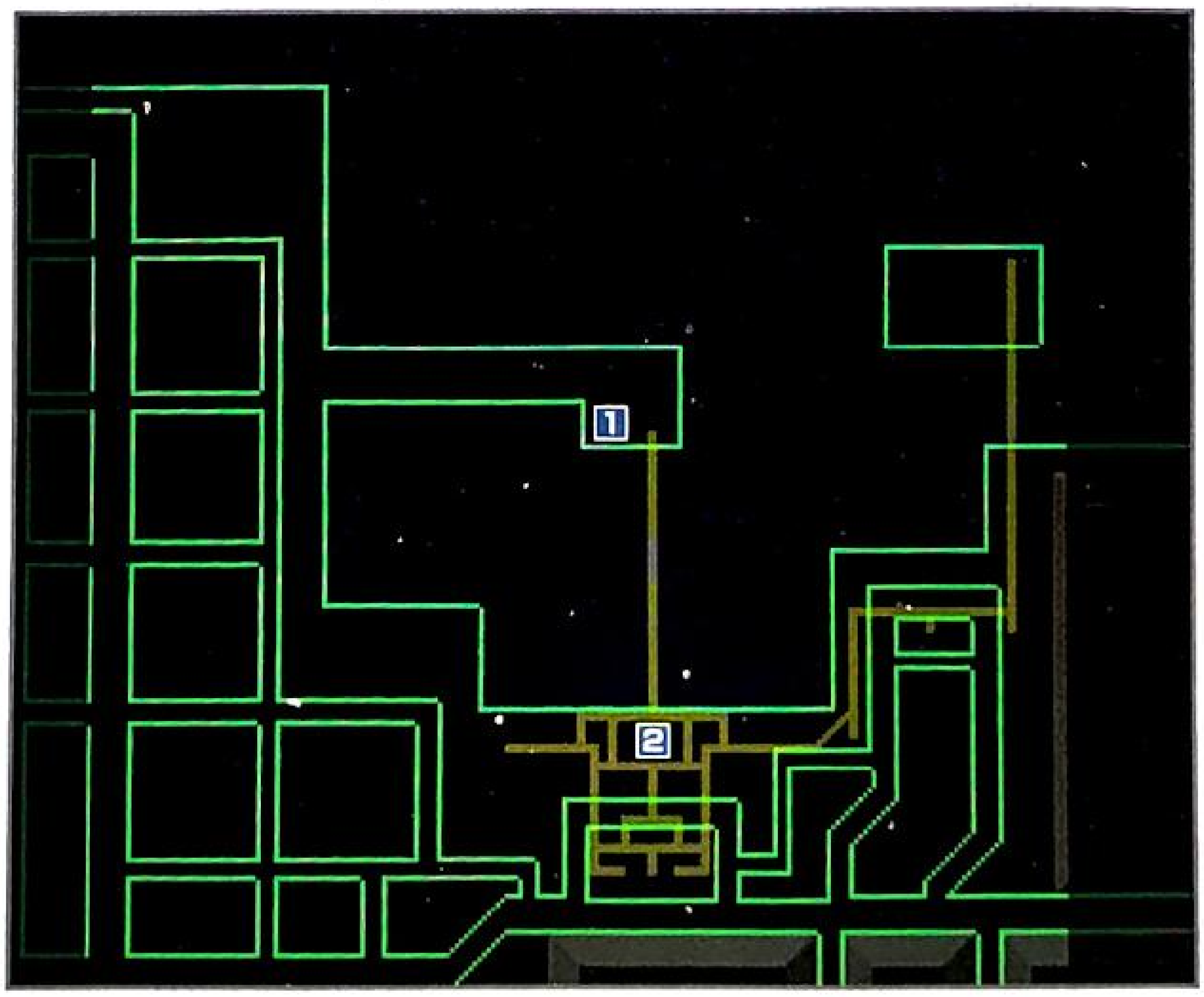
2 park

This extremely large park is located in the northwestern part of the map. It is the only area in Tokyo that is free of buildings, which is unusual in a city filled with high-rise buildings.

Senjo Port

The ocean is the gateway to Senjo City, where the majority of the map is covered by the sea.

This map features a large port suitable for sea transport, one of the reasons Senjo City developed. It appears infrequently in Story Mode, but is mainly deployed to intercept Volgara, who have invaded from across the sea. Buildings line the waterfront, including facilities related to rewards, such as the BNN Senjo Broadcasting Station. Most of the map is made up of water, and since you can fight Volgara with all your might on the water without worrying about surrounding buildings, it's easier to aim for bonuses with stricter conditions, such as the Minister of Construction's Award, compared to other maps.



~List of Senjo Port Buildings~

1 observation deck
2 BNN Senjo Broadcasting Station

1 Observatory

The observation deck is a famous spot in the port, built on a part of the sea that juts out. It is a building that is often targeted by enemies, but if you defend it, you will receive a prize of 1 billion yen as an observation deck defense prize.

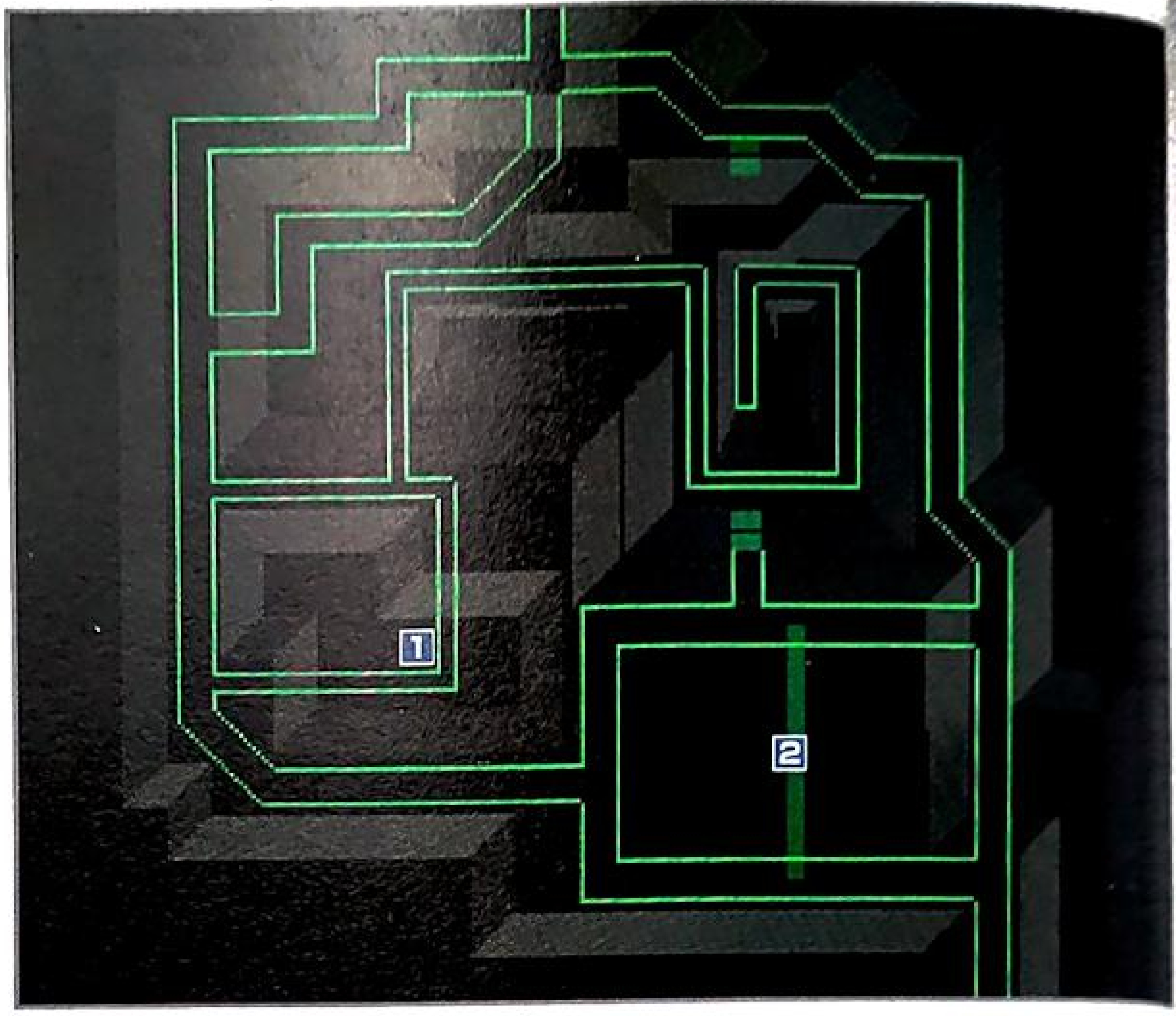
② BNN Senjo Broadcasting Station

The Senjo Broadcasting Station Building is home to the broadcasting station where the surprise reporter Banbara and others work. Defending it will earn you the BNN Appreciation Award and a reward of 1 billion yen.

Chihayayama

A mountainous region with a mining plant where rare energy ores lie dormant.

This map is home to Mount Chihaya, where Geolite, the energy ore that powers the robots and Volgara, can be mined. In Story Mode, a fierce battle unfolds between humans and the Volgara over this precious Geolite. Most of the vast area is occupied by natural features such as trees and lakes, with the only structures being mining plants. If you can intercept the enemy before they get close to the plants, winning the Senjo Peace Prize, despite its strict requirements, should not be a dream.

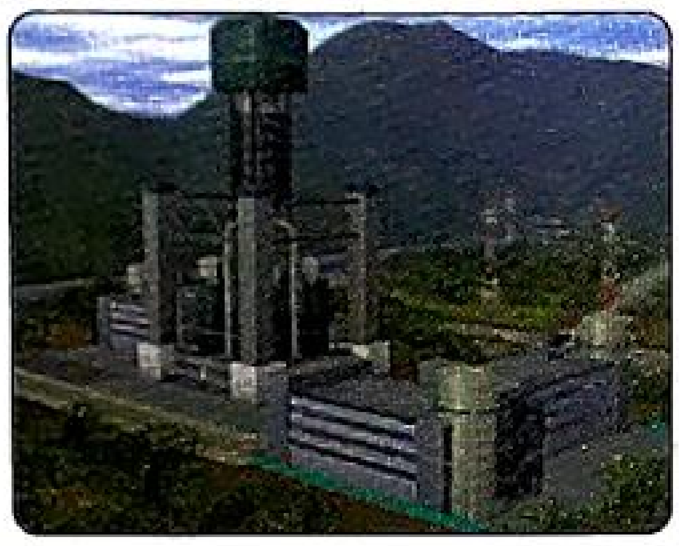


~Chihayayama Building List~

1 Diolite mining plant

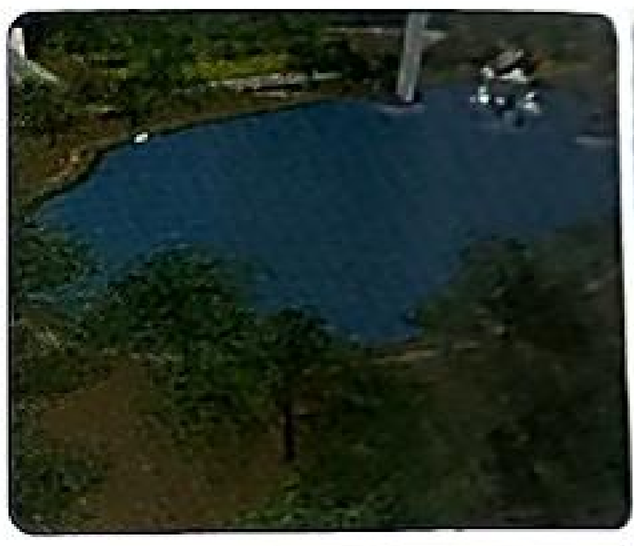
② Lake Chihaya

Geolite 1 Mining Plant



This plant can mine geolite, an energy ore that is rare even in space. Even a single block of geolite can extract nearly infinite energy.

② Lake Chihaya

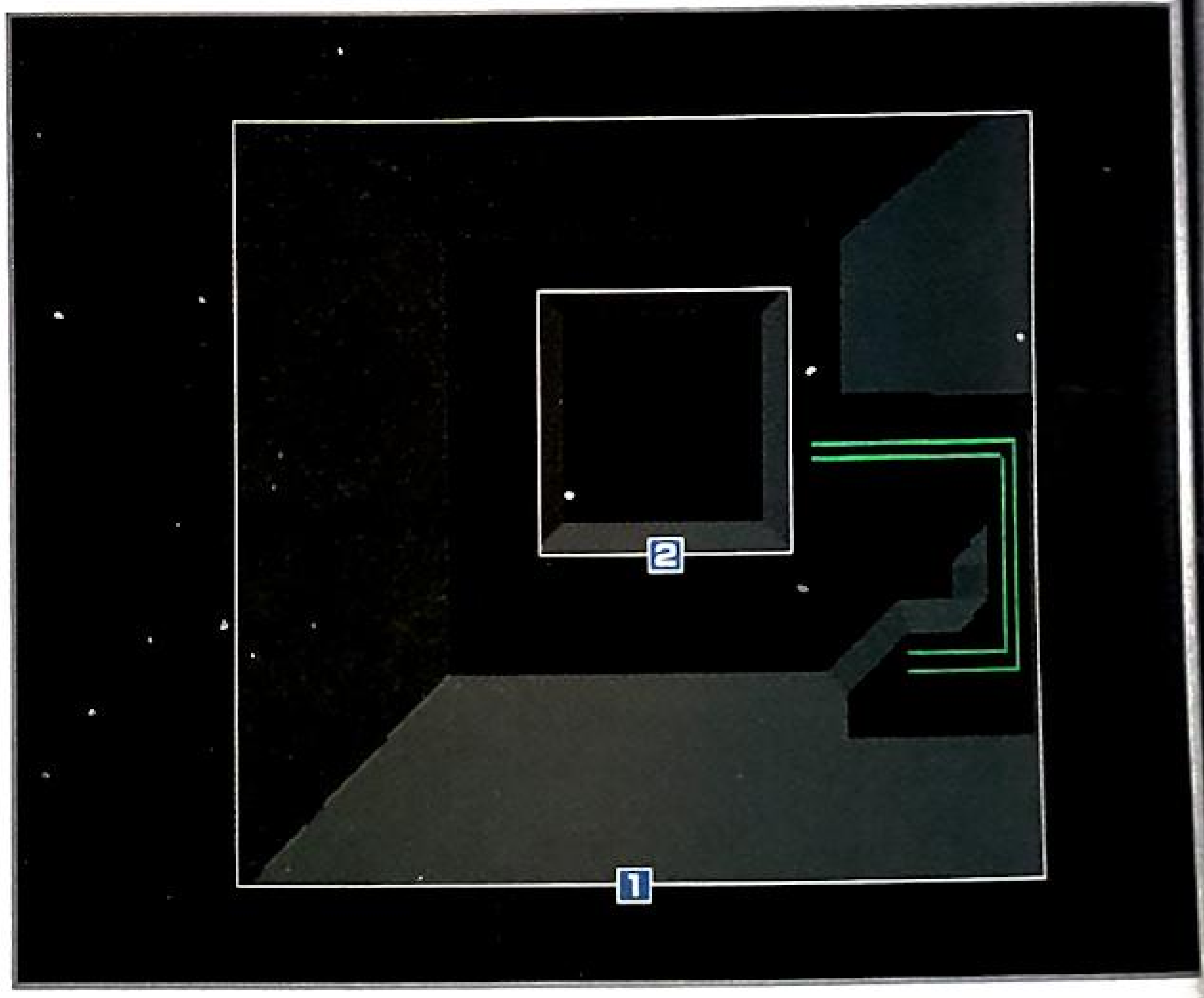


The lake is also the water source for the mining plant. At the bottom of the lake is a hidden launch site for the robots, constructed by the Foundation in preparation for an enemy attack on the plant.

Volgara Occupied Zone

Chihayayama has been taken over by Volgara and transformed.

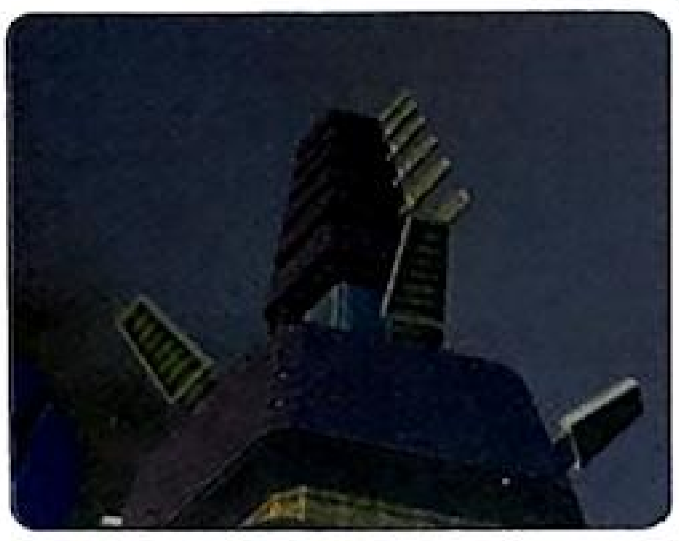
The Chihayayama map has fallen and been occupied by Volgara. The lush green mountains have disappeared, leaving a desolate landscape. There are no human-made structures at all, so naturally, you cannot receive special rewards such as defense awards or bonuses. Therefore, in story mode, you can focus solely on defeating the enemy. One feature of the map is that it is very rugged, so be careful not to lose your balance and knock your robot over, or accidentally detonate a grenade.



~Volgara Occupied Zone Building List~

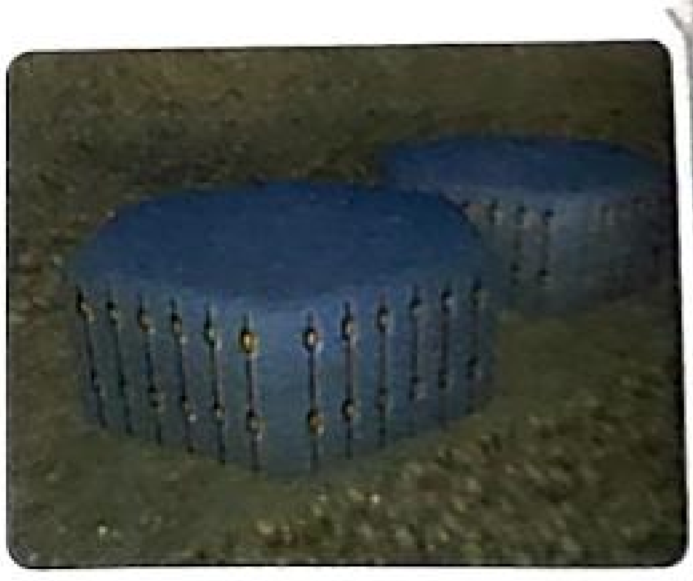
1 mining plant 2 Hangar

1. Mining Plant



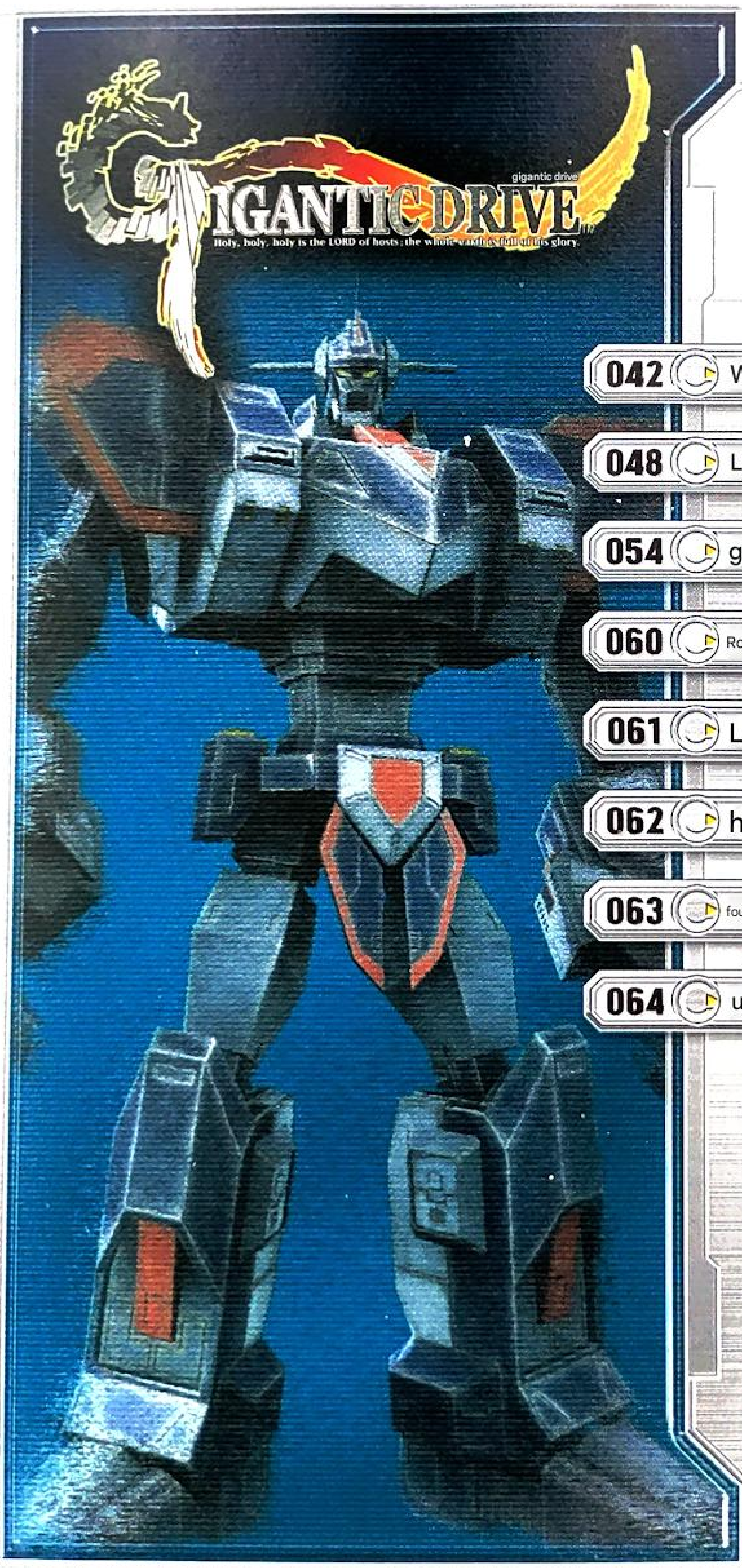
A plant built by Volgara to mine geolite. Destroying this facility may become an objective towards the end of the story mode.

2 Hangar



This facility houses labor robots, such as Laborers, that construct plants. However, even if the plant is destroyed, no enemies will emerge from within.

>>>>> Machine & Volgara Analysis


gigantic drive
GIGANTIC DRIVE
Holy, holy, holy is the LORD of hosts; the whole earth is full of his glory.

042 Wawel

048 Lyall

054 grung

060 Robot that becomes enemy of machine man

061 Laborer series

062 harrier series

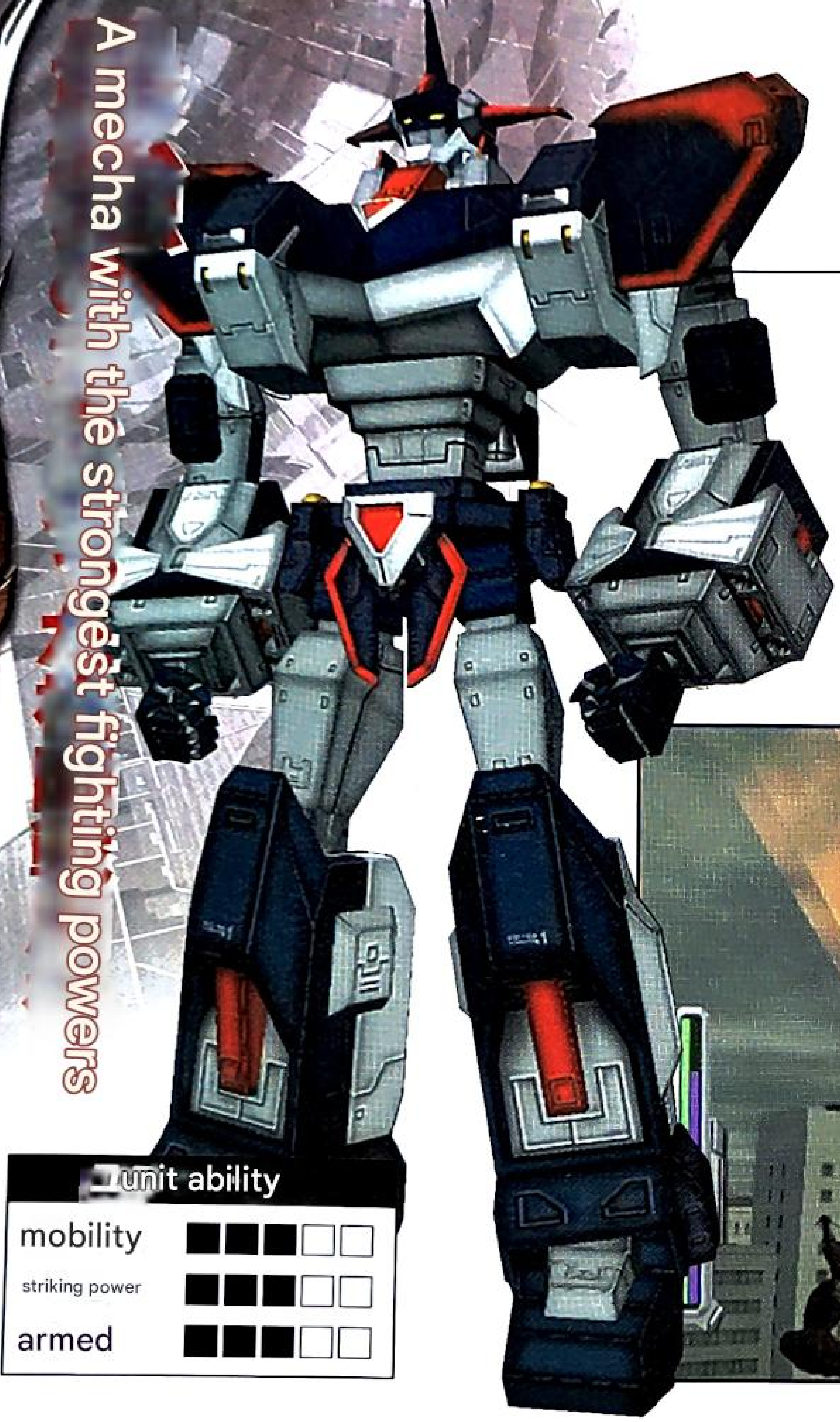
063 four generals

064 unknown life form

VAVEL

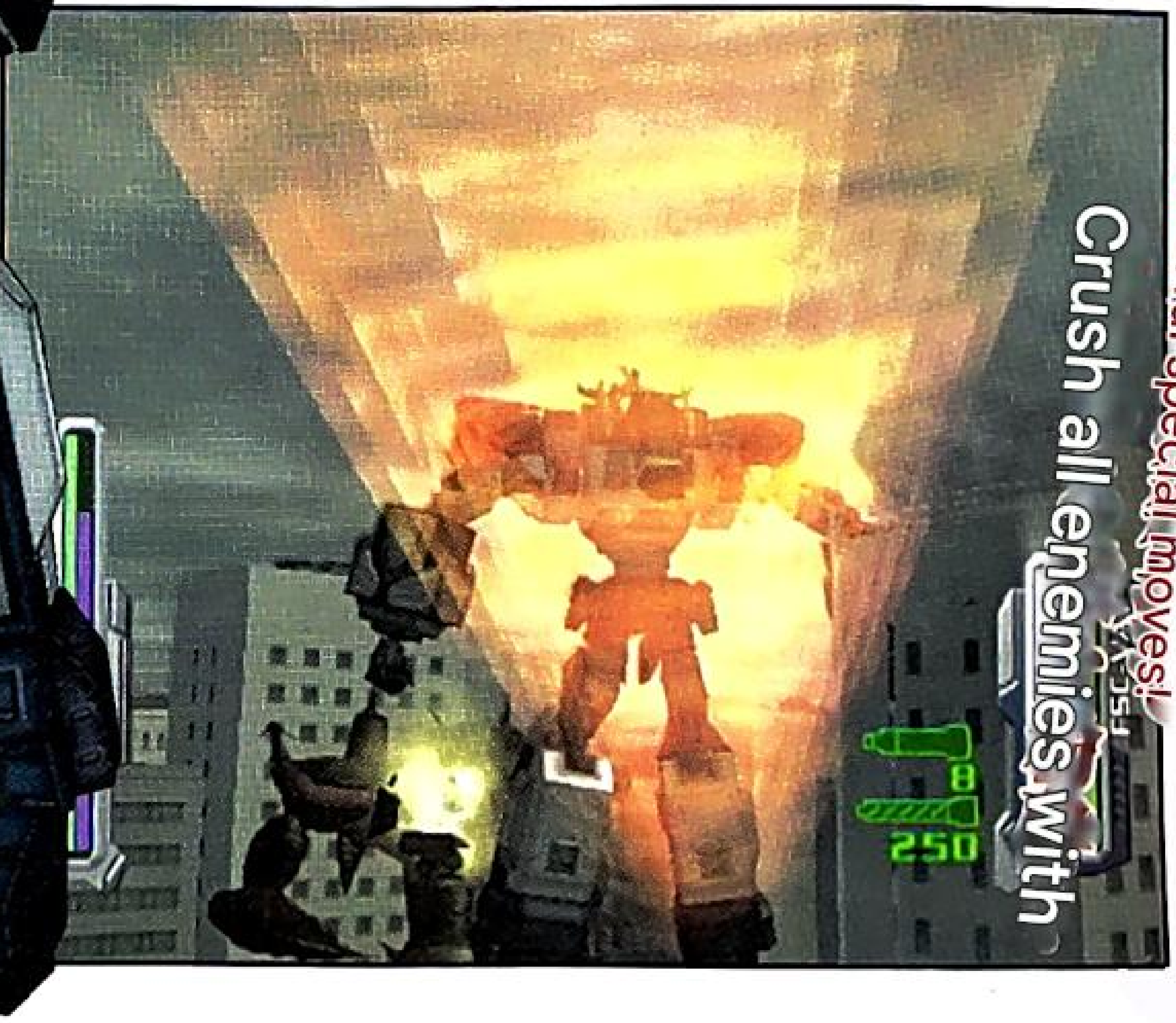
Wawel

This machine was developed with an emphasis on close combat, using a fire element conversion engine. It is equipped with Volcanic (Genesis) Mode, which temporarily enhances its capabilities and generates destructive power far greater than normal. However, since Volcanic (Genesis) Mode raises the generator's output to a critical point, activating it is always dangerous.


A mecha with the strongest fighting powers

unit ability

mobility	■■■□□
striking power	■■■□□
armed	■■■□□



Crush all enemies with powerful special moves!

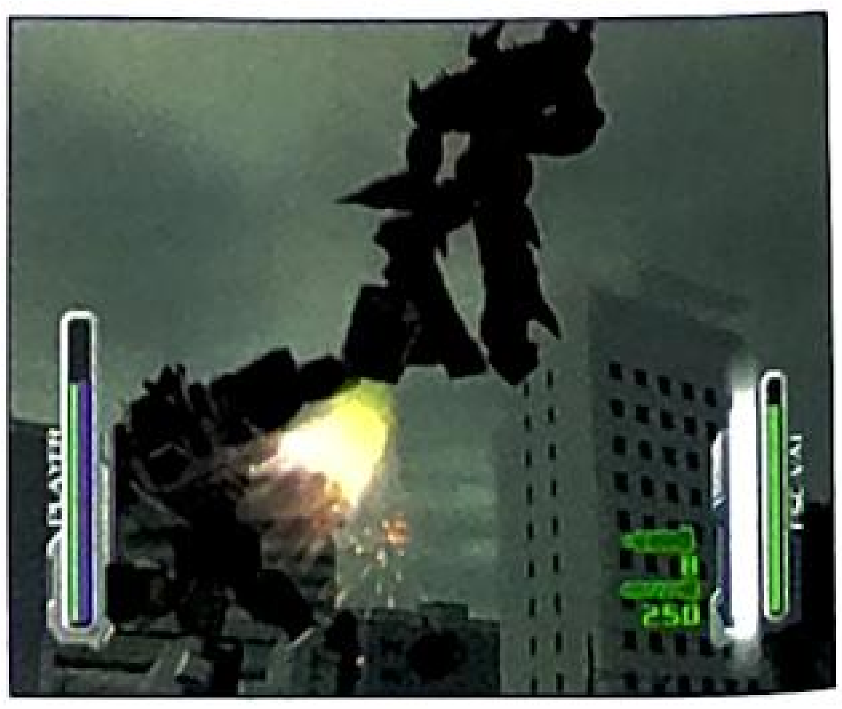
[Machine characteristics] A versatile type with a variety of close-range attacks

Wavel is the most well-balanced of the three robots, and can fight on equal terms with any opponent. He also has a wide variety of weapons (techniques), especially close-range attacks. He can unleash a powerful uppercut from a crouching position with the "Divine Uppercut." One of its most famous moves is the "Blast Hook," which consumes energy and deals massive damage. Other moves include the "Gigantic Booster," which allows for high-speed movement, and can be used to further increase mobility.

⬅Wavel's strongest technique "Genesis" "Sith Cry" is extremely destructive!

Mode Volcanic Mode Change (Genesis Mode)

Wawel can change into two modes: Volcanic Mode and Genesis Mode. Activating these modes increases the attack power of his punches. However, he can only change modes for three minutes, and will self-destruct if the time limit is exceeded.



Its strength is demonstrated in close combat.

-to read the data] Attack power: Damage dealt when an attack hits Attack speed: Speed at which an attack is detected (3 levels: fast, normal, slow)
Required EN/Ammunition: Energy and ammunition required for attacking. Loaded Ammunition: Maximum number of ammunition that can be loaded onto the robot (listed by modification stage).

Wawel unique skill

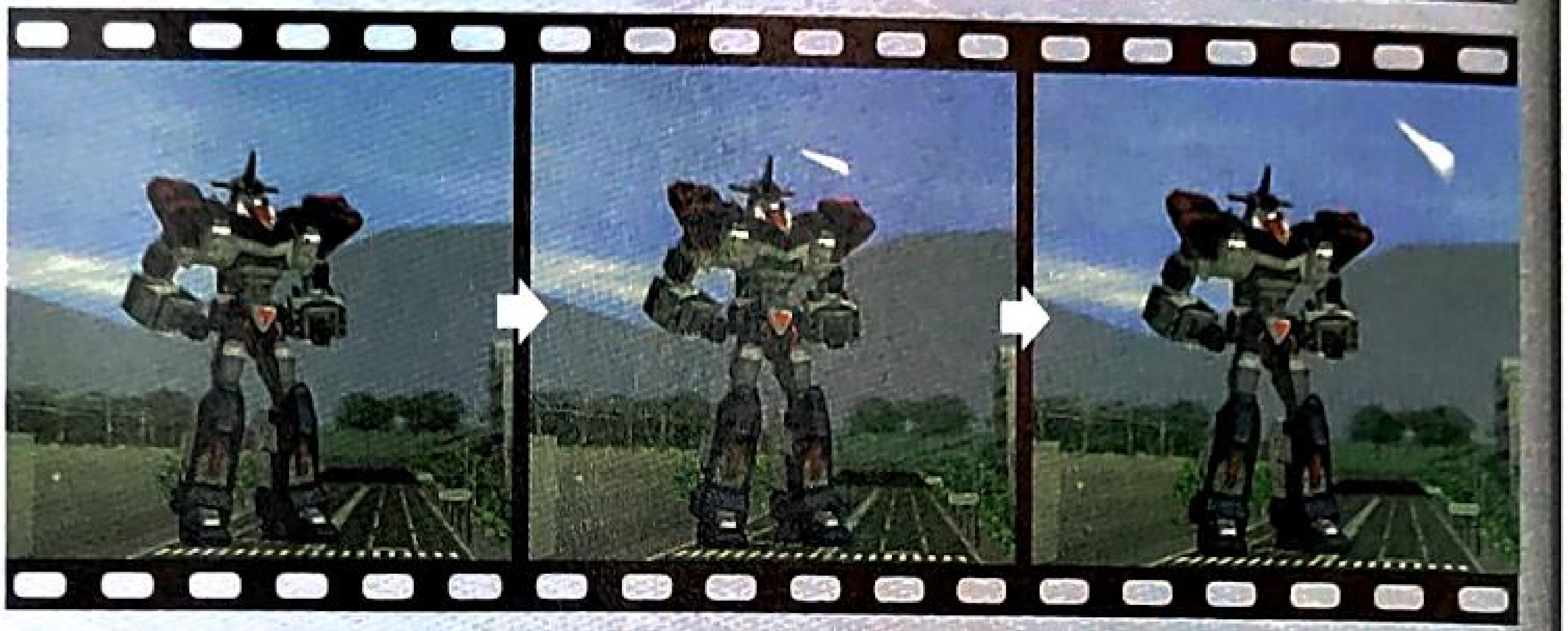
Harken Laser

▲button

data

Attack power	Attack speed	Number of installedroofs	down effect
51	fast	–	×
Required EN/Number of bullets	Acquisition conditions		
EN50	none		

It consumes energy to fire a cutter-shaped laser from its head. The laser flies diagonally downwards in front of the user, rotating as it goes. Its attack power is low, and it won't knock down an opponent even if it hits, but its advantage is that it consumes little energy, making it easy to use. Because it flies diagonally downwards, it is effective as a follow-up attack after knocking down an opponent (see page 034).



▲After charging for a moment, it fires a boomerang-shaped laser from its head.

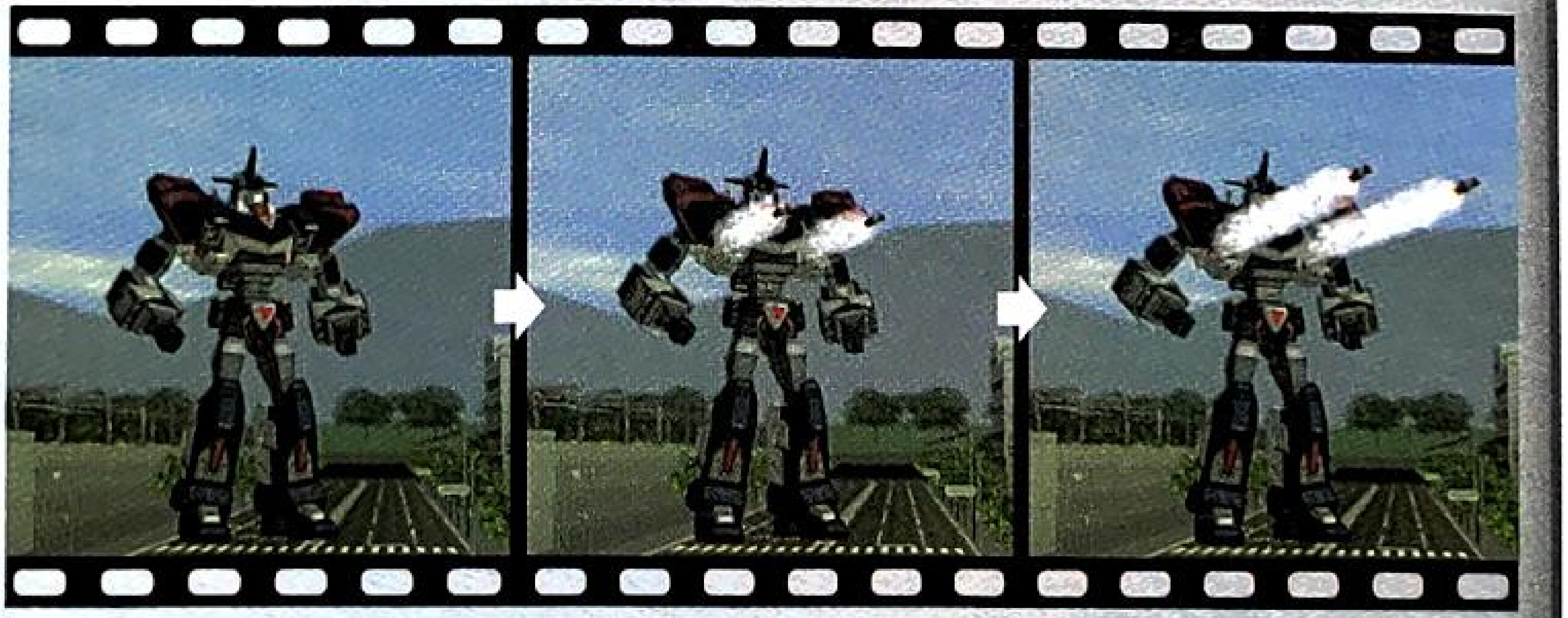
wawel missile

● button

data

Offensive power	Attack speed	Number of loaded bullets	down effect
55×2	Regular: 4-6-8-10-12-14		×
Required EN/number of bullets	Acquisition conditions		
Number of bullets 2	none		

It opens the launch ports on both sides and fires two missiles at the same time. It consumes two ammunition per shot, so it can't be used very often, but it has more offensive power than the "Harken Laser," which is also a shooting attack. It takes a little time to fire, but during this time you can change the firing direction by changing direction. Use this to adjust your position with the enemy.



▲ Two missiles are fired from both sides. The missiles fly with a slight homing motion.

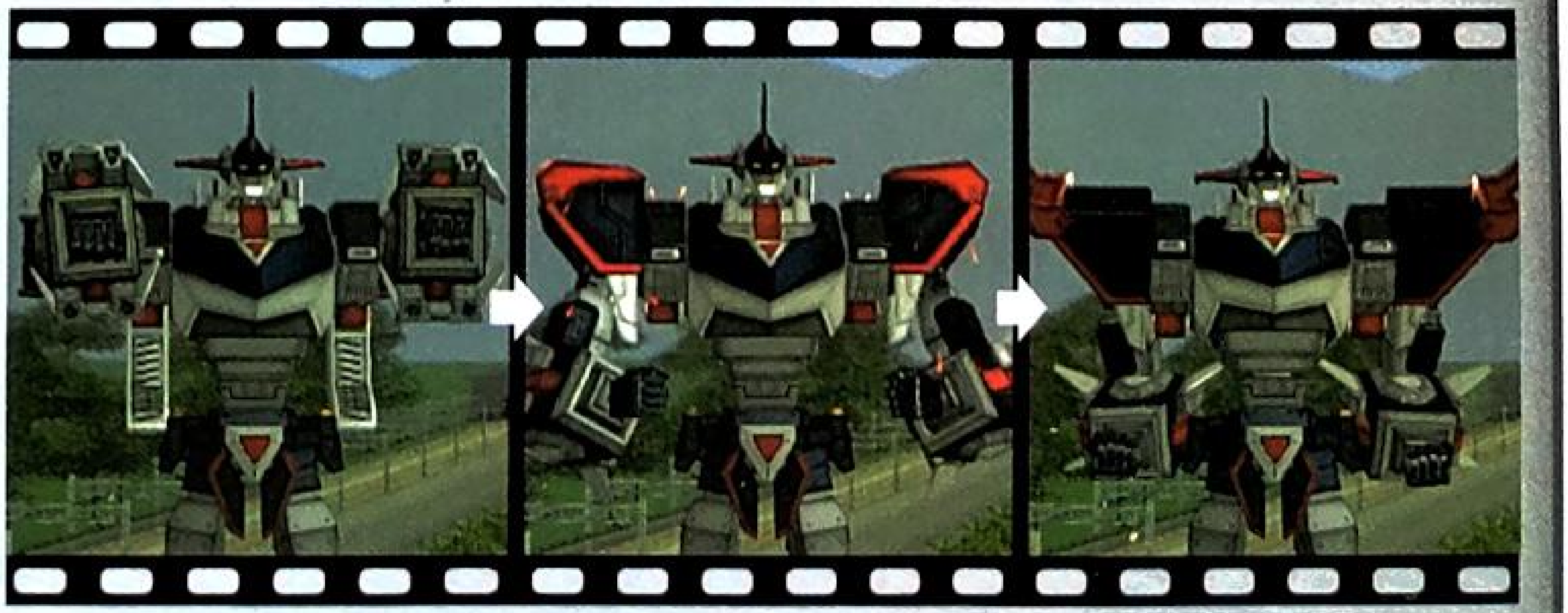
Volcanic Transformation

During red zone button

データ

Offensive power	attack speed	Number of loaded bullets	down effect
–	–	–	–
Evening EN and Ammo Required	Acquisition conditions		
EN350	Episode 3: The Fall of the Capital Clear "Part 2"		

Raise the generator to its limit and transform into Volcanic Mode. During the transformation, a time limit is displayed at the top of the screen, and punching power increases by 1.5 times for 180 seconds (3 minutes). Damage is increased for all attacks that use punches, such as straights and uppercuts. However, once the time limit is reached, the character will explode on the spot, regardless of remaining durability.



▲After thrusting both arms forward, it transforms by attaching armed parts to both arms and shoulders.

Down effect: If the enemy is downed when the attack hits, it is marked as O; if not, it is marked as X.

Acquisition Conditions: Conditions for acquiring Attack

Wawel unique skill

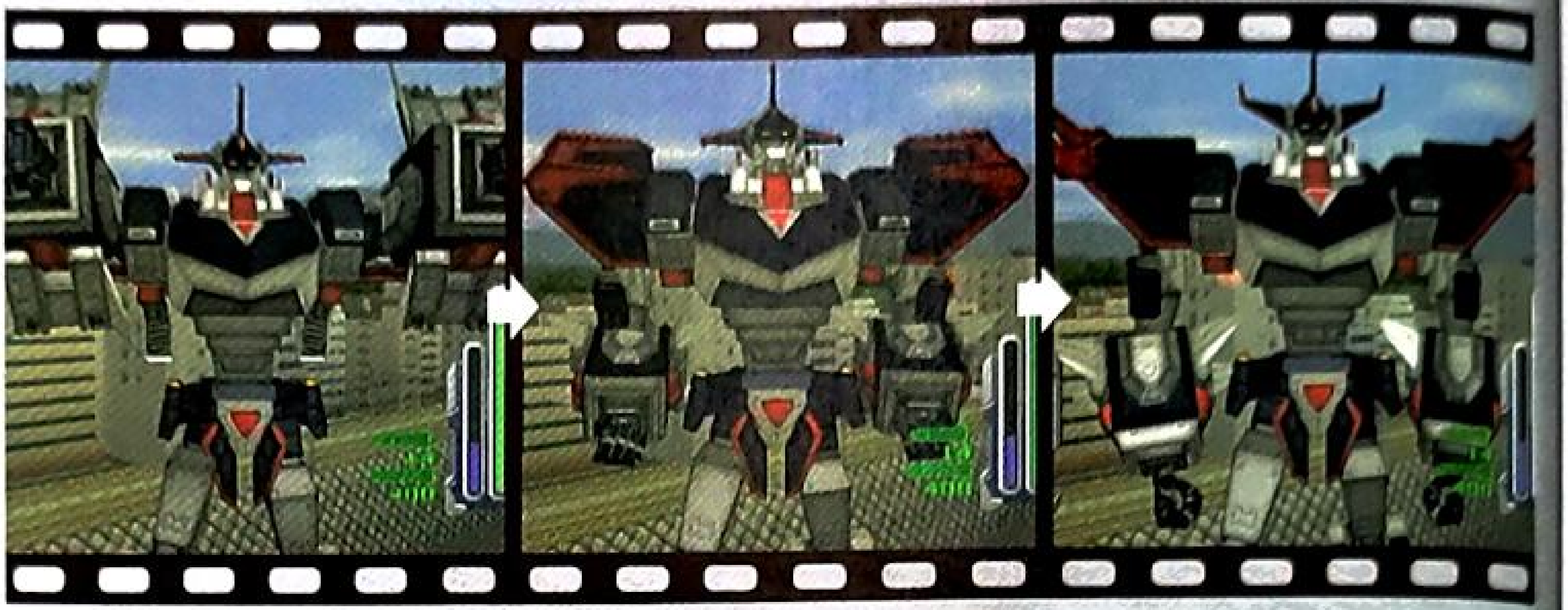
Genesic Transformation

● button in red zone

data

Offensive power	attack speed	Number of loaded bullets	down effect
—	—	—	—
Required EN/Number of bullets	Acquisition conditions		
EN350	Complete Episode 38 "Genesis Day"		

By progressing through Story Mode and clearing Episode 38, "Genesis Day," "Volcanic Transformation" will become unusable and you will instead acquire this move. While transformed, punches will have a 1.8x increased attack power for 180 seconds, and from Episode 41 onwards, you will be able to use moves that can only be performed in Genesis Mode, such as "Genesis Cry."



▲The motion used to activate the technique is the same as "Volcanic Transformation."

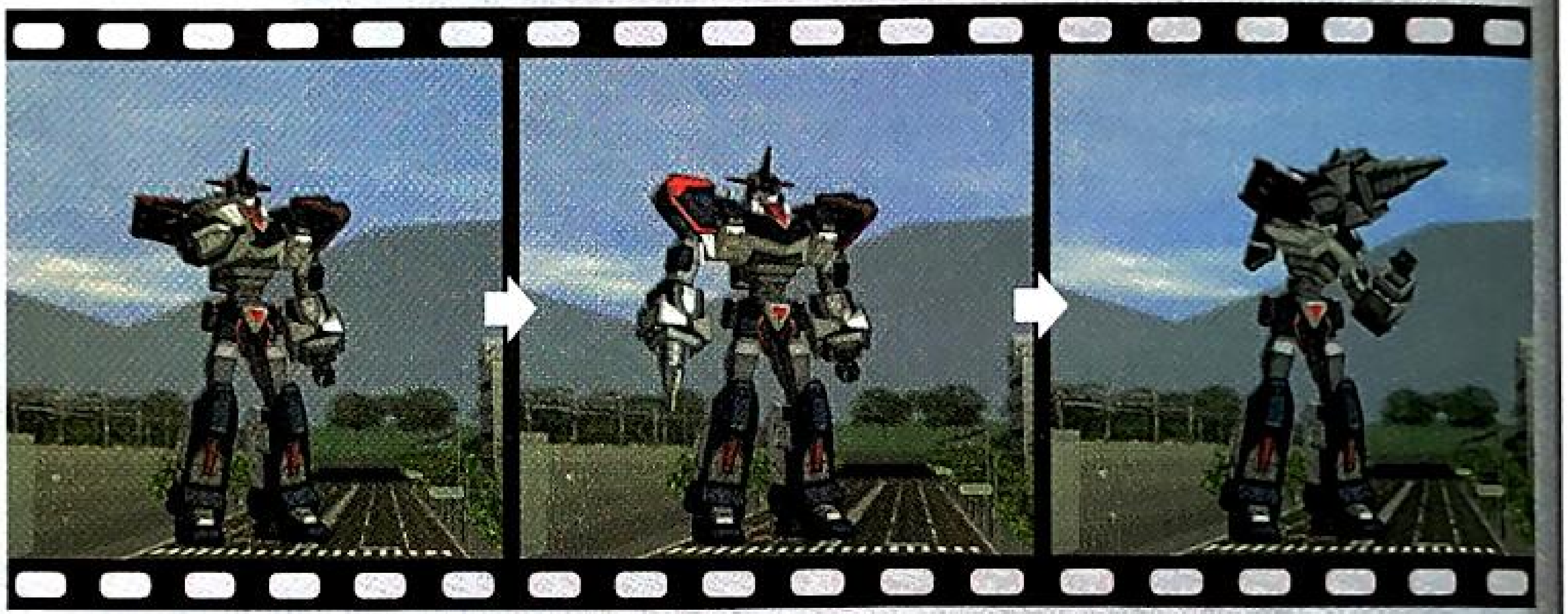
drill gear

R3 button

data

Offensive power	attack speed	Number of loaded bullets	down effect
—	—	—	—
Required EN/Number of bullets	Acquisition conditions		
EN decrease while equipped	Complete Episode 4, "Drill Part 1"		

The right arm is retracted and equipped with a drill. While equipped with the drill, the punching power of the right hand increases by 1.4 times and the reach of the technique is slightly longer, but it consumes 5 energy every second. However, energy increases with each successful attack, so there is no problem with keeping it equipped at all times during battle. Furthermore, by using it in conjunction with Genesis Mode, the attack power of the right hand can be further increased.



▲After raising the right arm up to the shoulder, the right hand is retracted and the drill is attached.

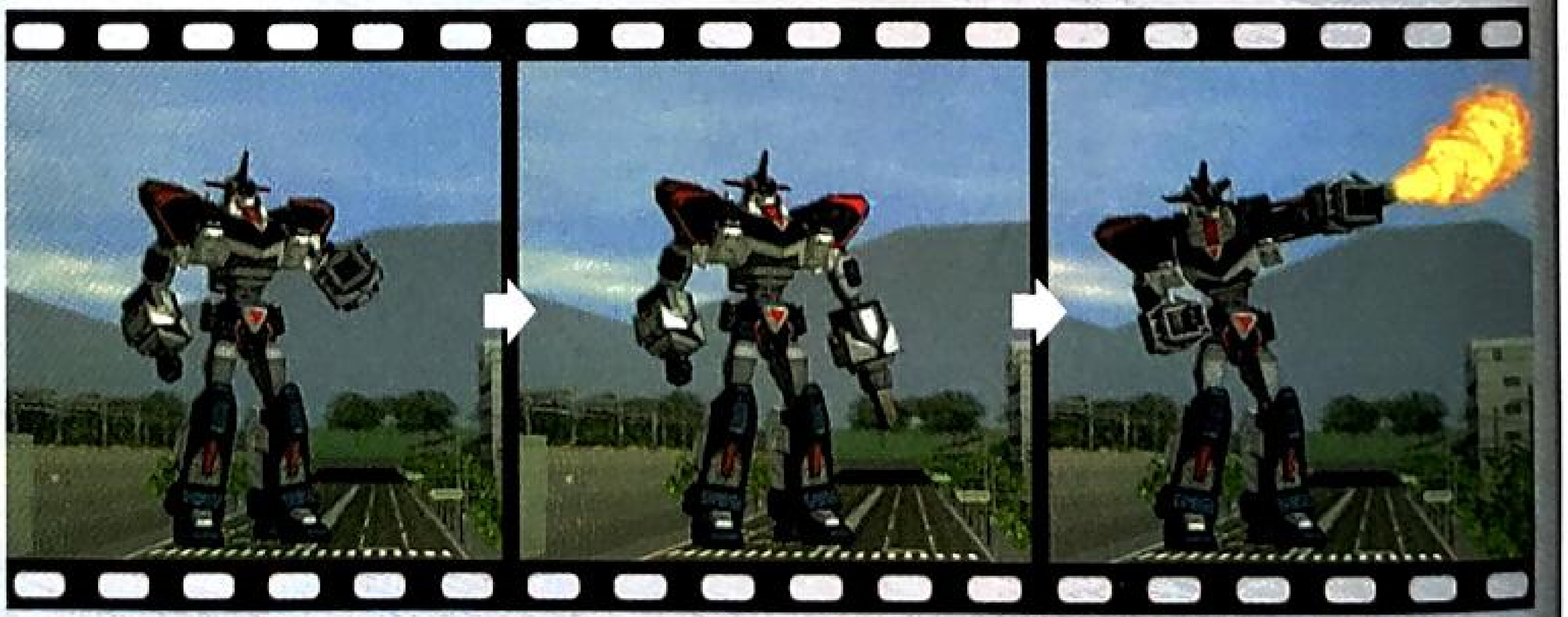
pyro burner

Equip with L3 button/Use on L stick

data

Offensive power	attack speed	Number of loaded bullets	down effect
0~200	slow	*1	X
Required EN/Number of bullets	Acquisition conditions		
Number of bullets:50	Complete Episode 4, "Drill Part 1"		

The left hand is stowed and equipped with a flamethrower. After equipping it, pressing the directional pad upwards will allow flames to be emitted from the burner on the arm. While emitting the flame, there is always an attack detection, and damage will be dealt every time an attack hits. However, there are drawbacks to equipping it, such as the punching power of the left hand being multiplied by 0.7, and the inability to perform techniques that require an upward command, such as jabs and straights.



▲Equip the flamethrower in your left hand. If you input this while equipped, it will switch back to your left hand.

※1：150→200→250→300→350→400

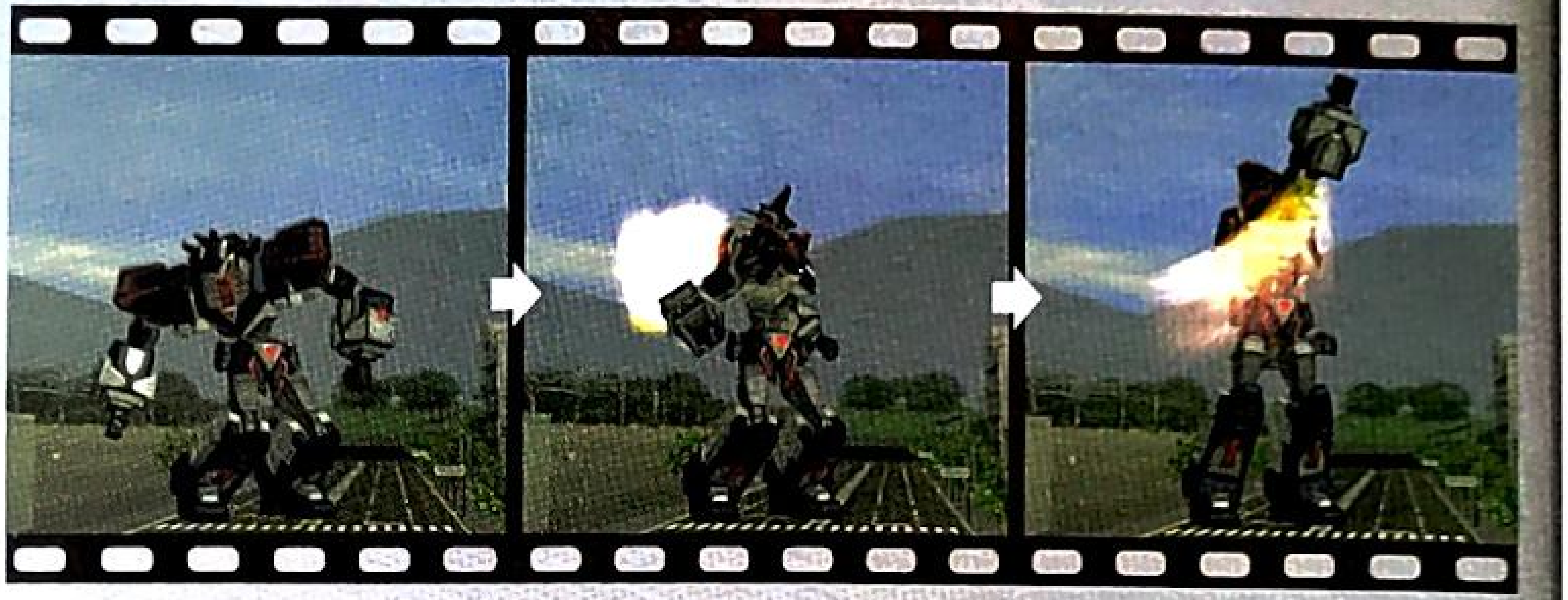
Divine Upper

While crouching, push the L or R stick from the bottom through the inside and up

data night

Offensive power	Attack speed	Number of loaded bullets	down effect
250	usually	–	○
Required EN/Number of bullets	Acquisition conditions		
–	Can be developed after modifying "Gravity Zero"		

From a crouching position, this attack charges up, then raises the fist and delivers a powerful uppercut. Attacking with the left hand will send the enemy flying diagonally to the left, while attacking with the right hand will send the enemy flying diagonally to the right. This is the most powerful of the melee attacks, and is convenient because it doesn't consume any energy, but it has drawbacks such as requiring the user to crouch once and having a slow start-up time, making it less user-friendly.



▲While crouching, pull your fist back for a moment, then stand up and throw an uppercut.

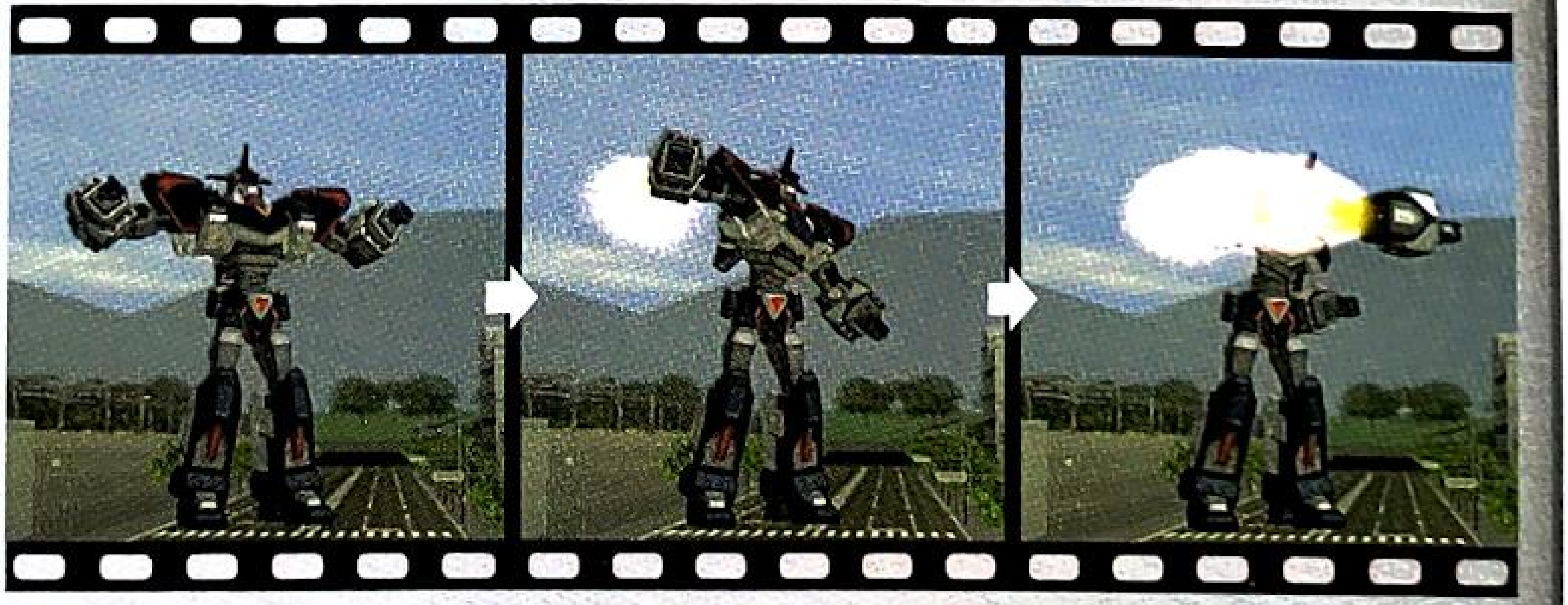
blast hook

Simultaneously input the L stick from left to up (or down) and the R stick from right to down (or up)

data night

Offensive power	attack speed	Number of loaded bullets	down effect
125	usually	–	○
Required EN/Number of bullets	Acquisition conditions		
EN75	Developed "Blast Hook"		

This is an enhanced version of a hook that hits the opponent from the side with your fist. It takes longer to launch than a hook and consumes more energy, but unlike a hook, if it hits it will definitely knock the opponent down. Furthermore, if you attack with your left hand, you can send the opponent flying to the right, and if you attack with your right hand, you can send the opponent flying to the left. If you know when to use it, it's a very useful technique.



▲Gather power into your fist and unleash a hook. If it hits, the enemy will be sent flying and knocked down face down.

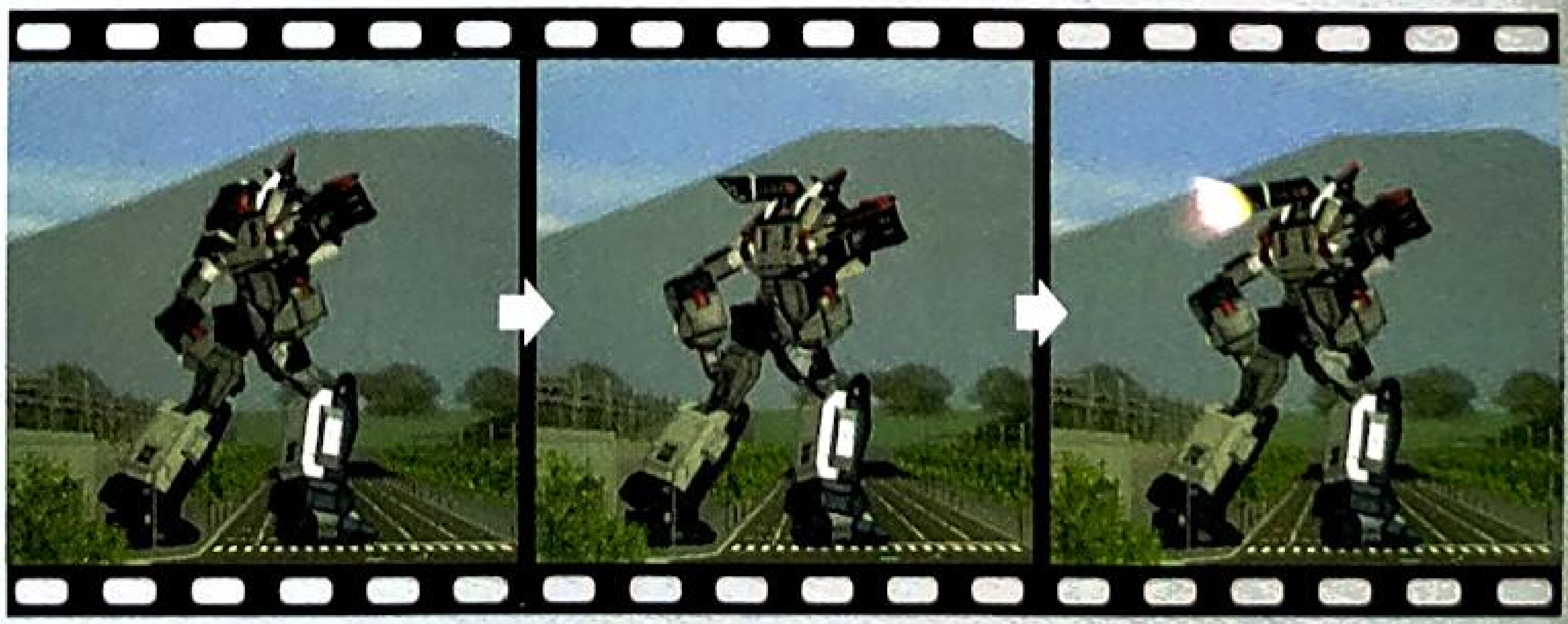
Gigantic Booster

Button after grand charge

data

Offensive power	attack speed	Number of loaded bullets	down effect
–	–	–	–
Required EN/Number of bullets	Acquisition conditions		
–	Developed "Gigantic Booster"		

Increases the output of the booster, allowing for high-speed dashes. After activation, you can move forward with the directional pad, change direction with the left or right directional pad, and cancel with the down directional pad or the square button. After moving, inertia comes into play, so unlike normal movement, you cannot stop immediately. Also, you cannot crouch or guard, so there is no need to force yourself to use it unless you want to get close to the enemy in a short amount of time.



▲After leaning forward, it sprays fire elements from the booster on its back.

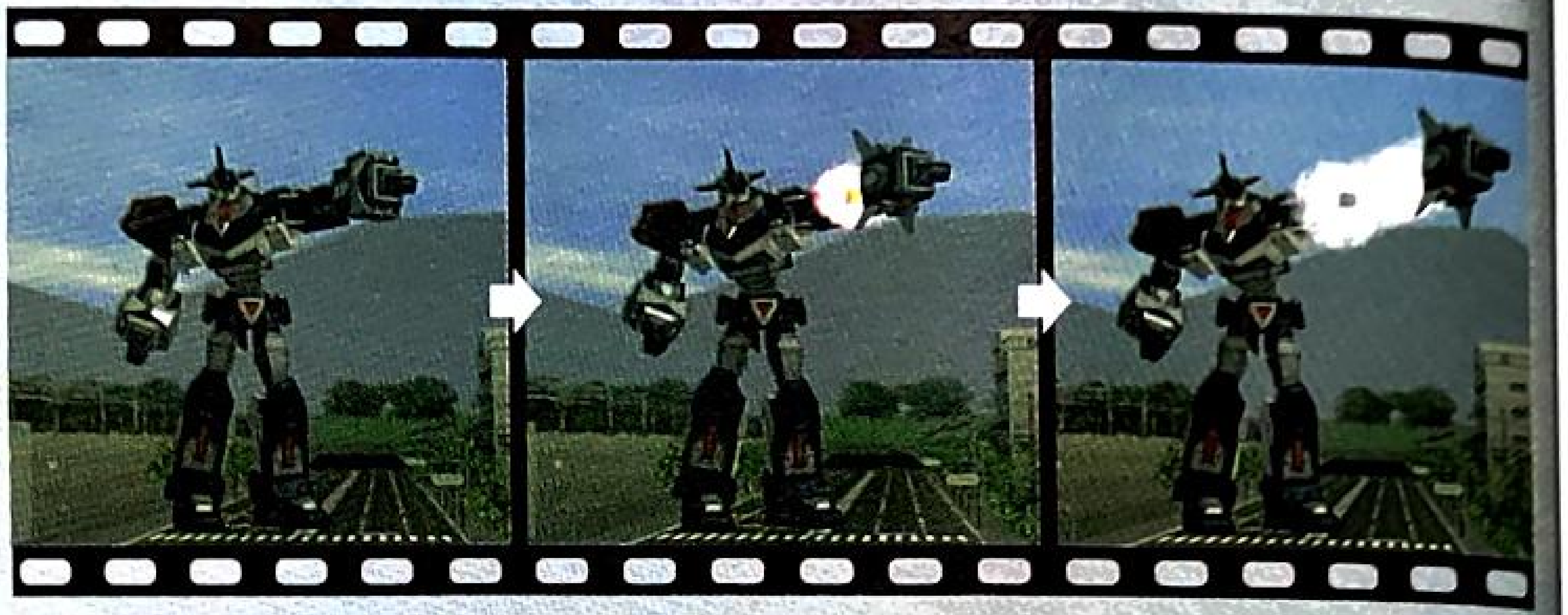
Wawel unique skill

Assault Knuckles

In the red zone, after ground charge, push the L or R stick up

data night				
	Offensive power	Attack speed	Number of loaded bullets	down effect
	300	slow	–	○
	Required EN/number of bullets	Acquisition conditions		
	EN200	none		

Thrusts one arm forward and shoots it out at high speed. It consumes a lot of energy, but it is very easy to use as it will knock down an enemy if it touches them. However, be aware that after firing, you will be unable to act until the arm returns. Depending on the situation, you may be hit with a counterattack, so avoid using it carelessly.



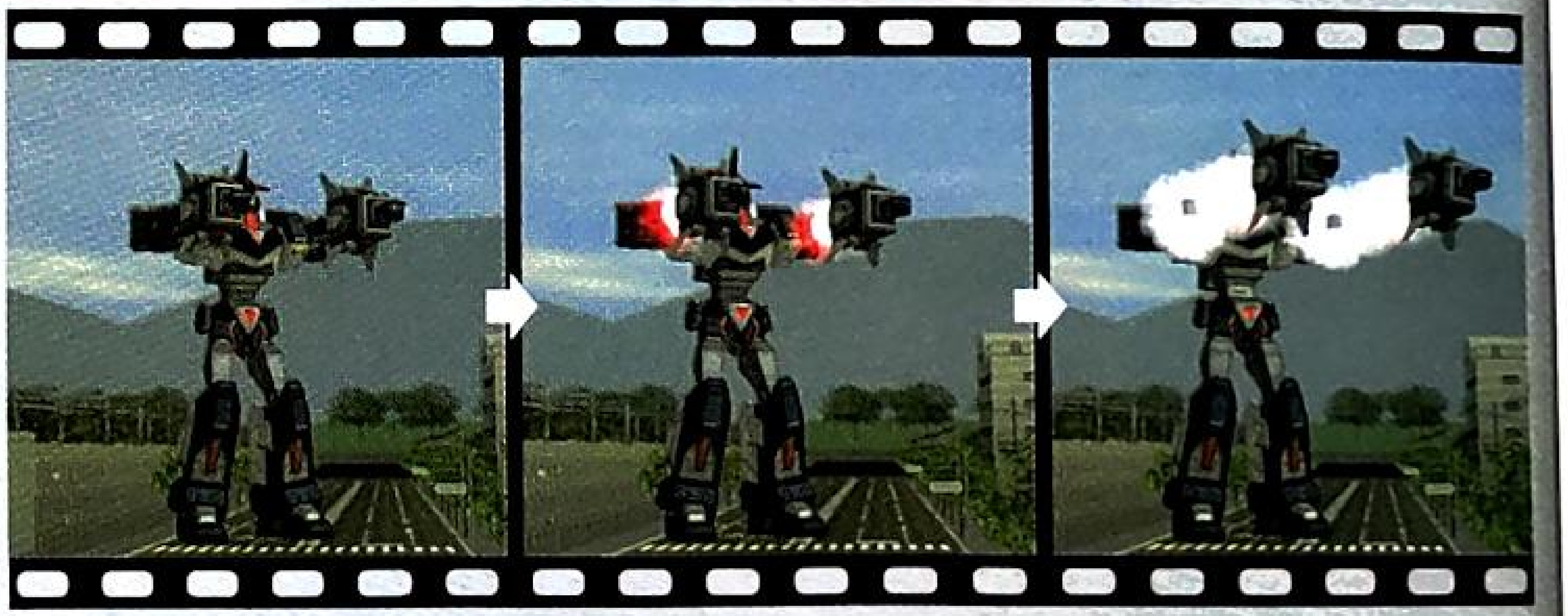
▲Thrust out one arm and launch it. The arm returns in a parabolic arc.

dual knuckles

In the red zone, after ground charge, push up on the L and R sticks at the same time

data				
	Offensive power	attack speed	Number of loaded bullets	down effect
	350	slow	–	○
	Required EN/number of bullets	Acquisition conditions		
	EN250	"Dual Knuckle" developed		

An improved version of the Assault Knuckle. Its attack power and range have increased, and it only consumes 50 more energy. If you have enough energy saved up, you should use this as your main weapon. However, when using it in Story Mode, be careful because if you don't deal a certain amount of damage to the enemy, they will be able to avoid the attack with Phantom Defense and counterattack.



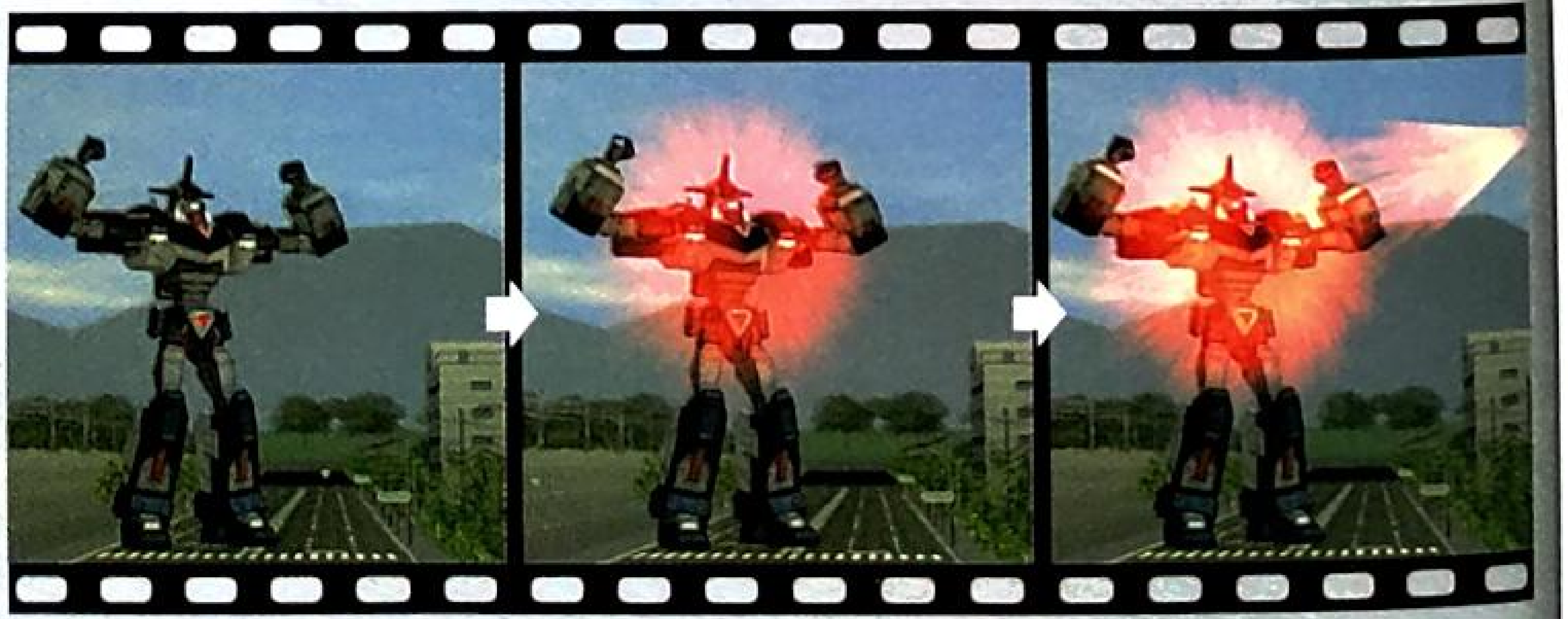
▲From the Grand Charge, thrust both arms forward and fire both at the same time.

"Lava Stream (Volcanic Wind)

When fully charged, press △ after ground charge

data				
	Offensive power	attack speed	Number of loaded bullets	down effect
	500(1000)	slow	–	○
	Required EN/number of bullets	Acquisition conditions		
	EN300	none		

The energy gathered in the chest is converted into a heat ray and fired in a straight line. The hitbox is small, so it is difficult to hit unless you carefully match the distance and direction with the enemy. Try knocking the enemy down once and then using it as they get up. Incidentally, if you use this move while in Volcanic Mode, the name of the move will change to "Volcanic Wind" and the attack power will increase from 500 to 1000.



▲Fires a heat ray from the chest. When used in Volcanic-Mode, its attack power increases.

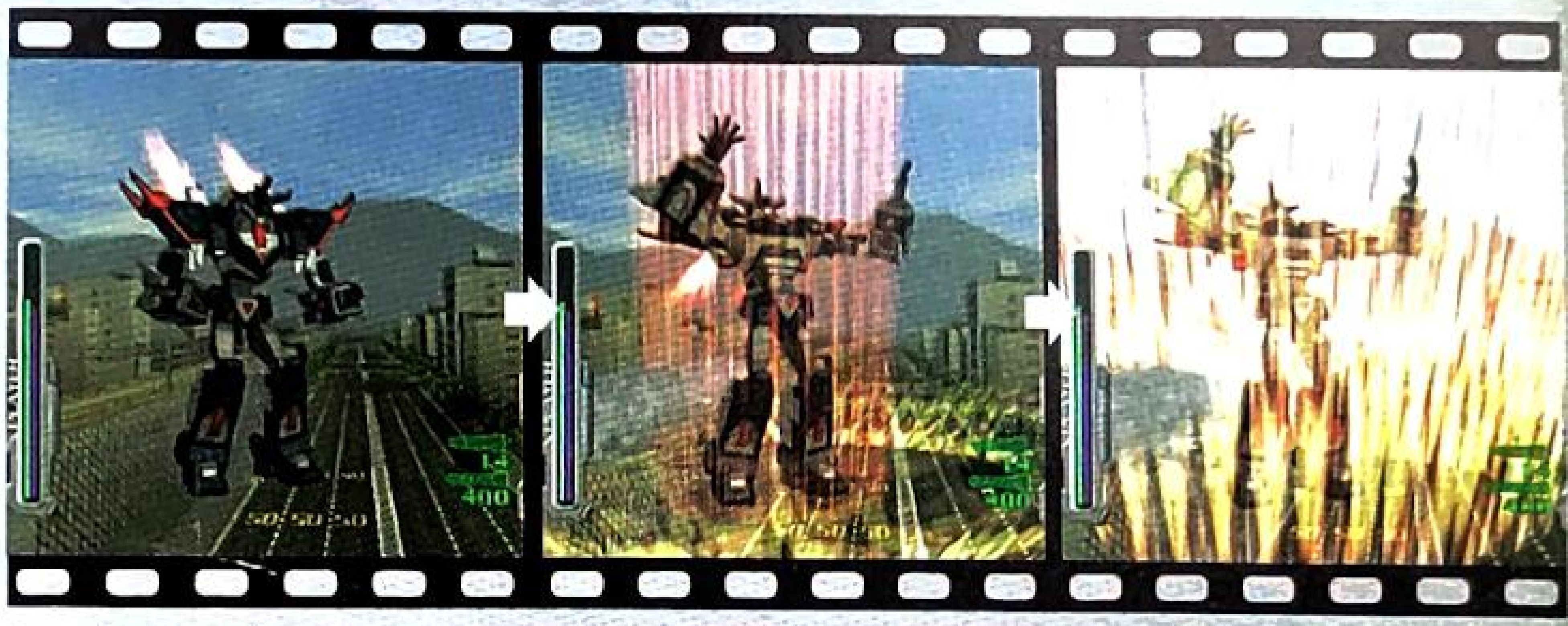
genesis cry

During Genesis Mode, when fully charged, after Grand Charge △ button

data:

Offensive power	attack speed	Number of loaded bullets	down effect
1300	slow	—	○
Required EN/Number of bullets	Acquisition conditions		
EN300	Clear Episode 40 "The Day God Destroys" (※1)		

He gathers energy throughout his body, envelops himself in an aura, and releases it all at once, dealing damage to all objects within a 100-meter radius. Its wide attack range and high attack power, along with the ability to knock down the opponent even if blocked, make it a truly worthy ability for Wavel's strongest technique. This technique can only be used after the events of Episode 40 if Wavel is selected as the initial character.



▲ Releases all-energy, dealing great damage to enemies around Wawel.

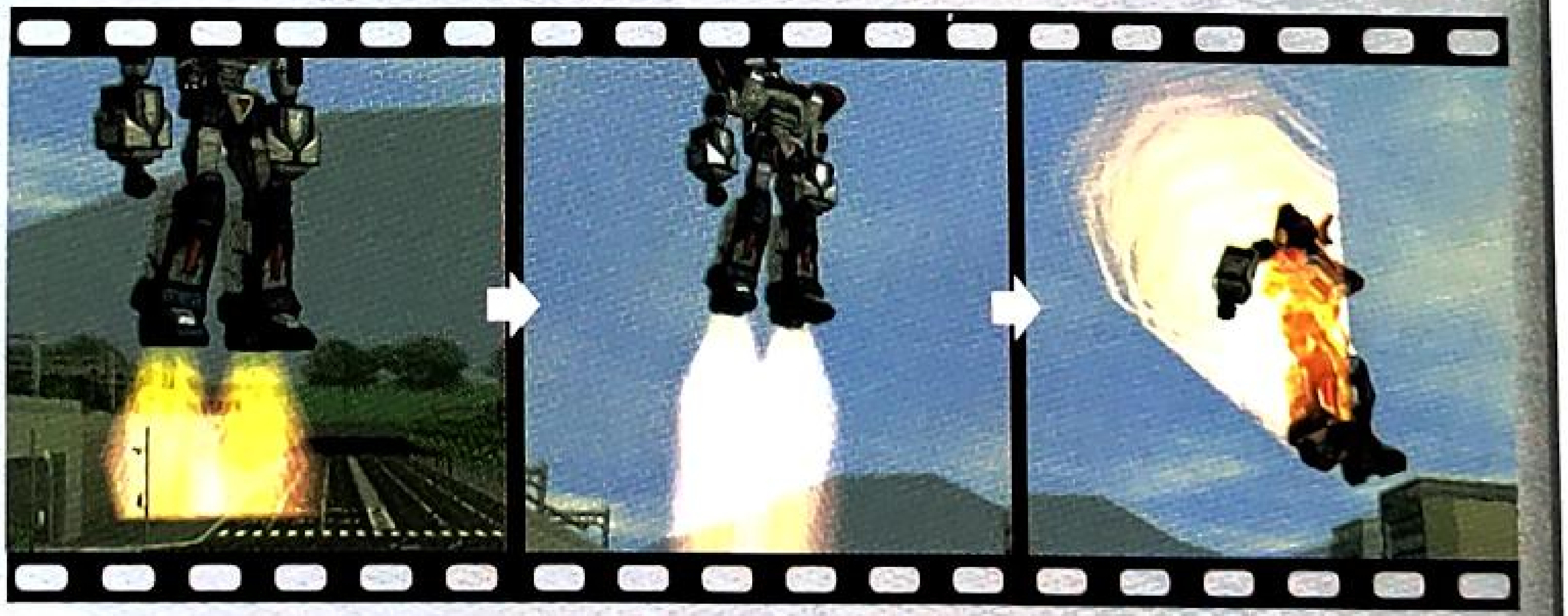
Meteor Dive (Angelic Fall)

When fully charged, after ground charging button

data:

Offensive power	attack speed	Number of loaded bullets	down effect
500×2(1000×2)	slow	—	○
Required EN/Number of bullets	Acquisition conditions		
EN350 (400) "Meteor Dive (Angelic Fall)" developed			

The move involves releasing a fire element from the feet, jumping vertically, and then diving down while kicking. It consumes a considerable amount of energy, and as such, its attack power is among the highest of its kind among unique moves. The only drawback is that it will fly over the enemy unless it is performed from a certain distance. A good distance to use this move is about the same as when you knocked down the enemy with a straight move, so use this as a guide.



▲Fly into the air from the spot, wrap your entire body in light, and attack with a dive kick.

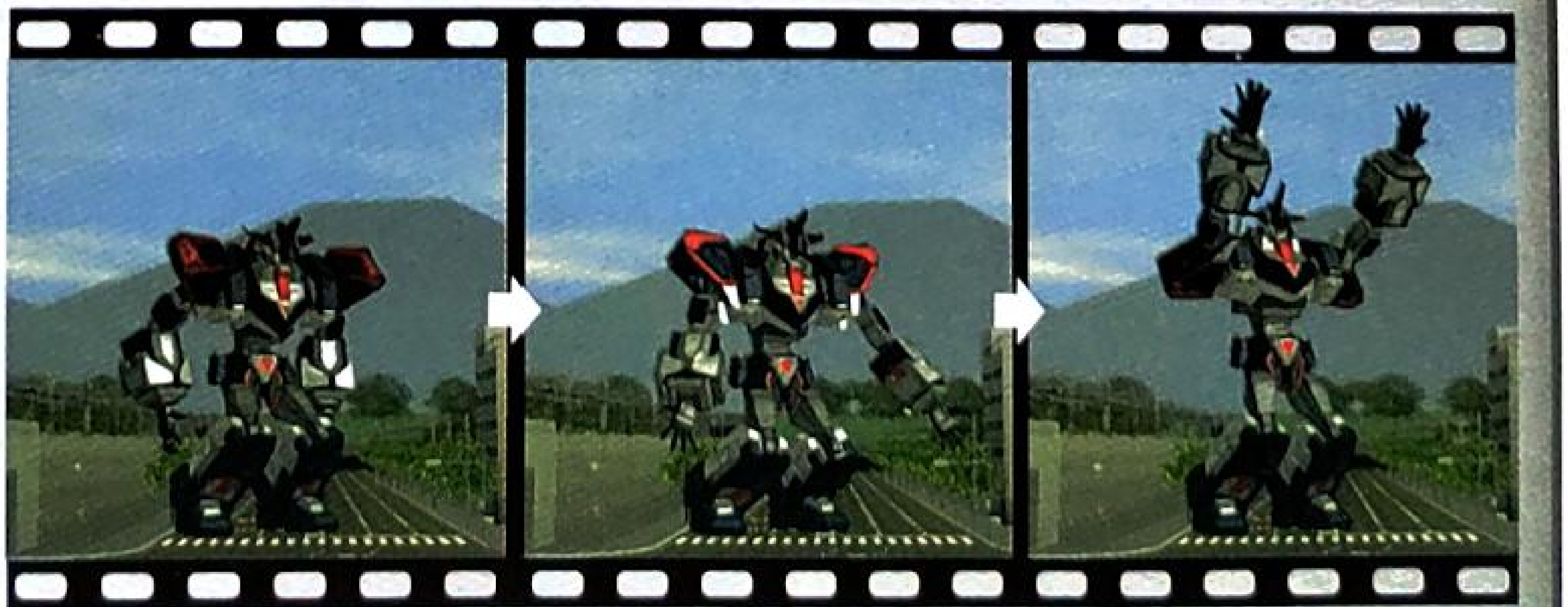
gravity zero

While crouching, push the L and R sticks up at the same time

data:

Offensive power	attack speed	Number of loaded bullets	down effect
75×2	slow	—	○
Required EN/Number of bullets	Acquisition conditions		
—	"Gravity Zero" developed		

This technique can be performed from a crouching position, and involves lifting the enemy into the air by scooping up both hands while standing up. The enemy will fall defenselessly, so if you time the technique well as they fall, you can perform an air combo (see PO34). The attack power of the technique itself is not very high, but the total damage can be quite large when follow-up attacks are included.



▲Scoop up the enemy's feet with both hands and throw them into the air. Falling enemies can also be pursued.

---

*1: Can only be obtained if you select Wavel as your initial unit.

LAGUIOLE

Lyall

This machine was developed for air superiority defense using a wind elemental conversion engine. It has the ability to transform into a flying fortress for transport and attack on the battlefield, making it more versatile than the Wawel and Grangu. It also has the fastest walking speed of the three when in humanoid weapon form, but the trade-off is that it has to be lightweight, resulting in thinner armor.

A robot adjusted for mobility

PLAYER
50
50
4
6

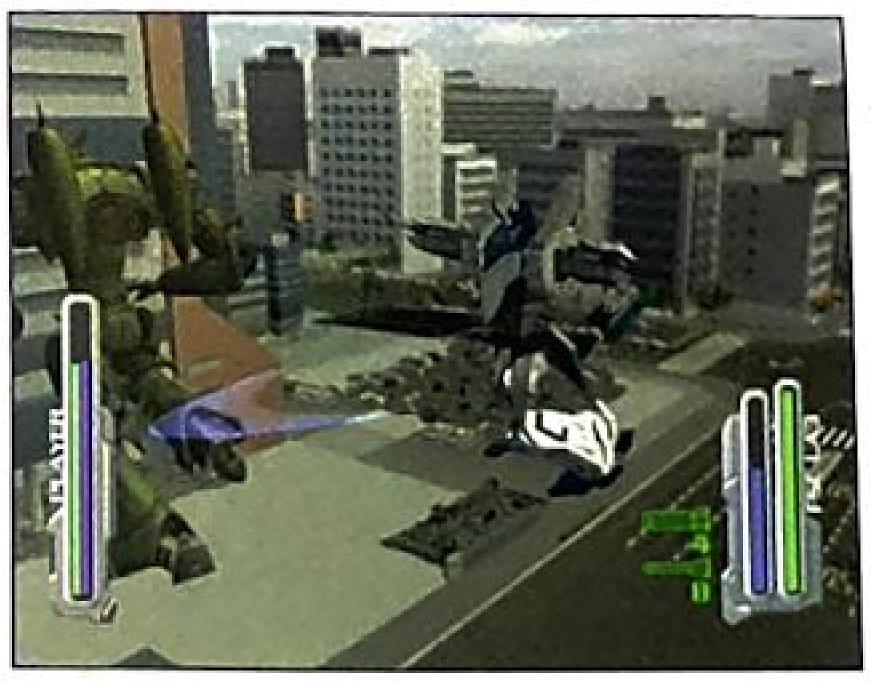
A faster attack than any other robot!

unit ability	
mobility	■■■■■
striking power	■■☐☐☐
armed	■■☐☐☐

[Machine Features] Speed type that unleashes optical weapons at high speed

Lyall has better mobility than other robots, and makes up for its low attack power with its movement speed and attack speed. Its unique armaments (techniques) include the easy-to-use "Lightning Cannon" and the powerful "Destruction" that kills in one hit, making it a powerful weapon in terms of attack.

It is impeccable in terms of its defense. Its defense is inferior to other robots because it places emphasis on maneuverability. However, considering the existence of its Fortress Mode, which can almost completely nullify enemy attacks, it can be said to be an excellent robot with the greatest potential.

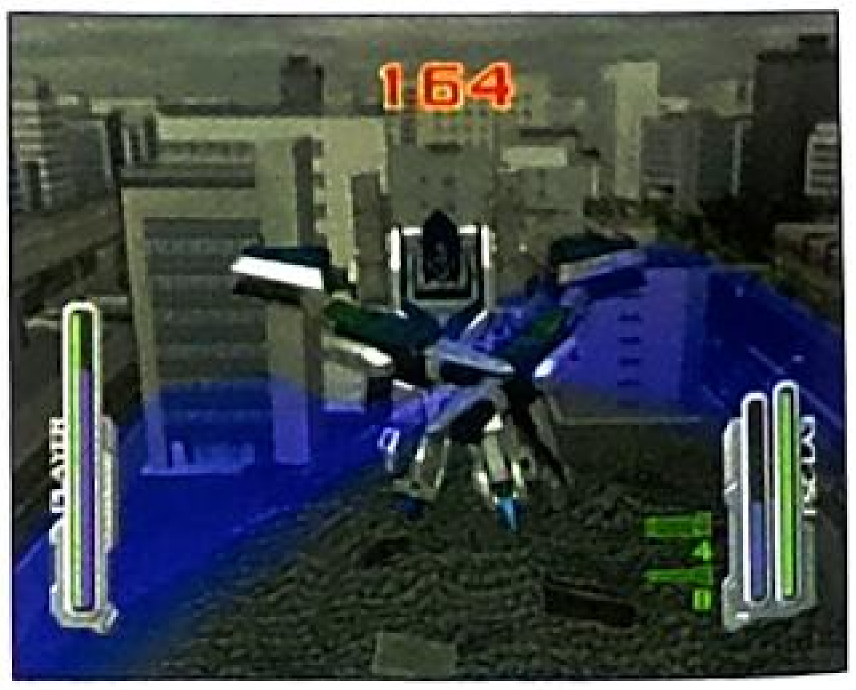


Weapon "Aerial Collider". Powerful optics that penetrates everything.

mode Change Fortress Mode

When you change modes, it transforms into a flying fortress. After transforming, it automatically rises to a certain height, then moves horizontally while maintaining a fixed altitude. Since the flight altitude cannot be changed, the flying fortress's altitude always depends on its altitude before transformation.

◆The attack power of "Metsubi" is immense. It is possible to destroy all enemies in one hit.



[How to read the data] Attack power: Damage dealt when an attack hits Attack speed: Speed at which an attack is detected (3 levels: fast, normal, slow)
Required EN/Ammunition: Energy and ammunition required for attacking. Loaded Ammunition: Maximum number of ammunition that can be loaded onto the robot (listed by modification stage).

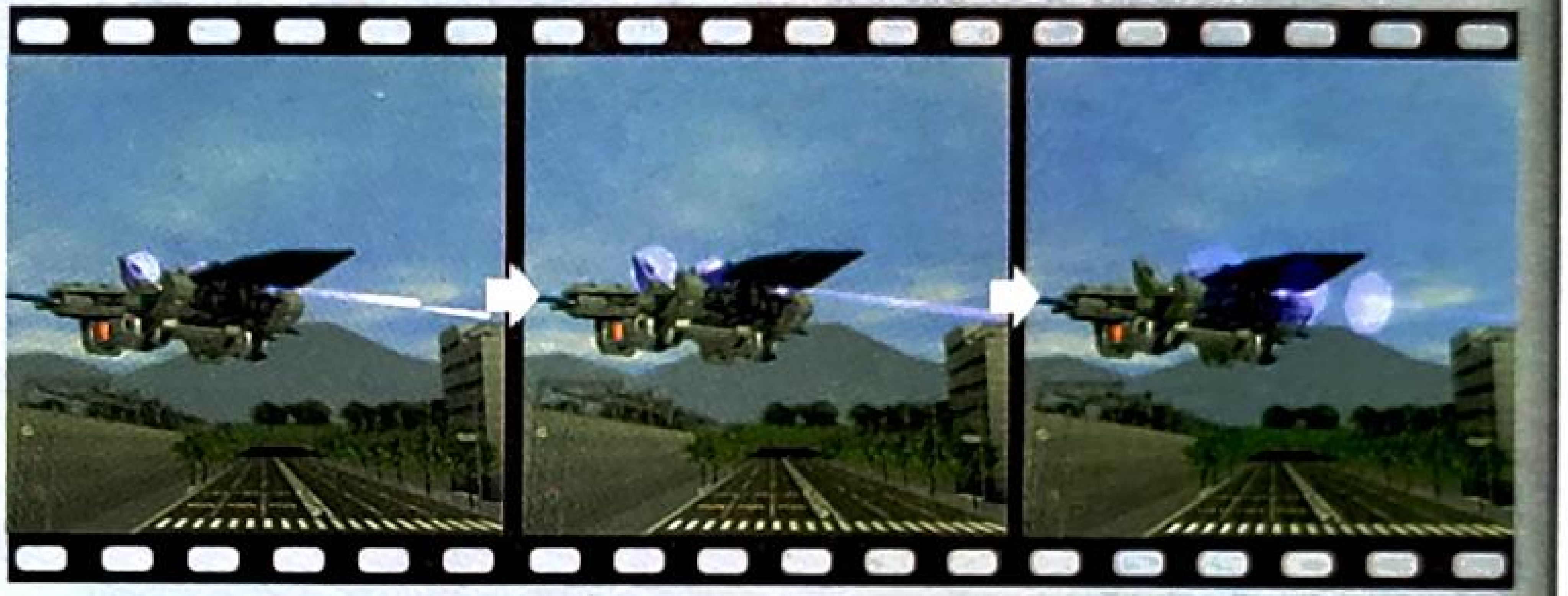
Lyall's unique skill

nova laser

Fortress Mode Button

data			
Offensive power	attack speed	Number of loaded bullets	down effect
25×2	fast	—	×
Required EN/Number of bullets	Acquisition conditions		
EN20	none		

It fires twin lasers diagonally downwards from the air. It has low attack power and no penetrating power, but it consumes very little energy, so it can be used relatively frequently. In Fortress Mode, there are few attack methods, and once the ammunition for "Sky Torpedo" runs out, this technique is the only one that can be used, so it is highly necessary. However, it will no longer be usable after the development of the higher-level technique, "Divine Laser."



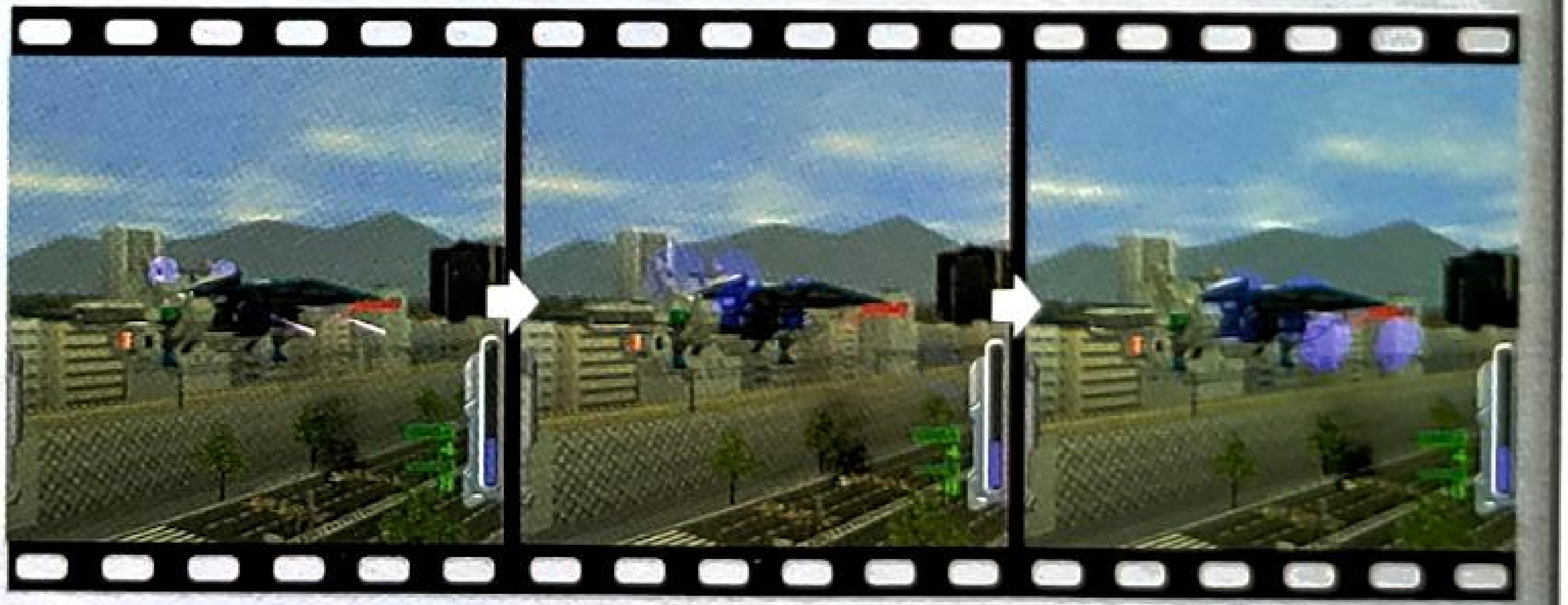
▲Two paired lasers are fired in a straight line diagonally downward from the tail of the aircraft.

divine laser

Fortress Mode Button

data			
Offensive power	attack speed	Number of loaded bullets	down effect
36×2	fast	—	×
Required EN/Number of bullets	Acquisition conditions		
EN20	Developed the "Divine Laser"		

An enhanced version of "Nova Laser." Despite the significant increase in attack power, the energy consumption remains the same, making it even easier to use. While in Fortress Mode, enemy attacks cannot reach you and you will take almost no damage, so it is also effective to store up energy on the ground, switch modes, and use this technique to snipe enemies from the sky.



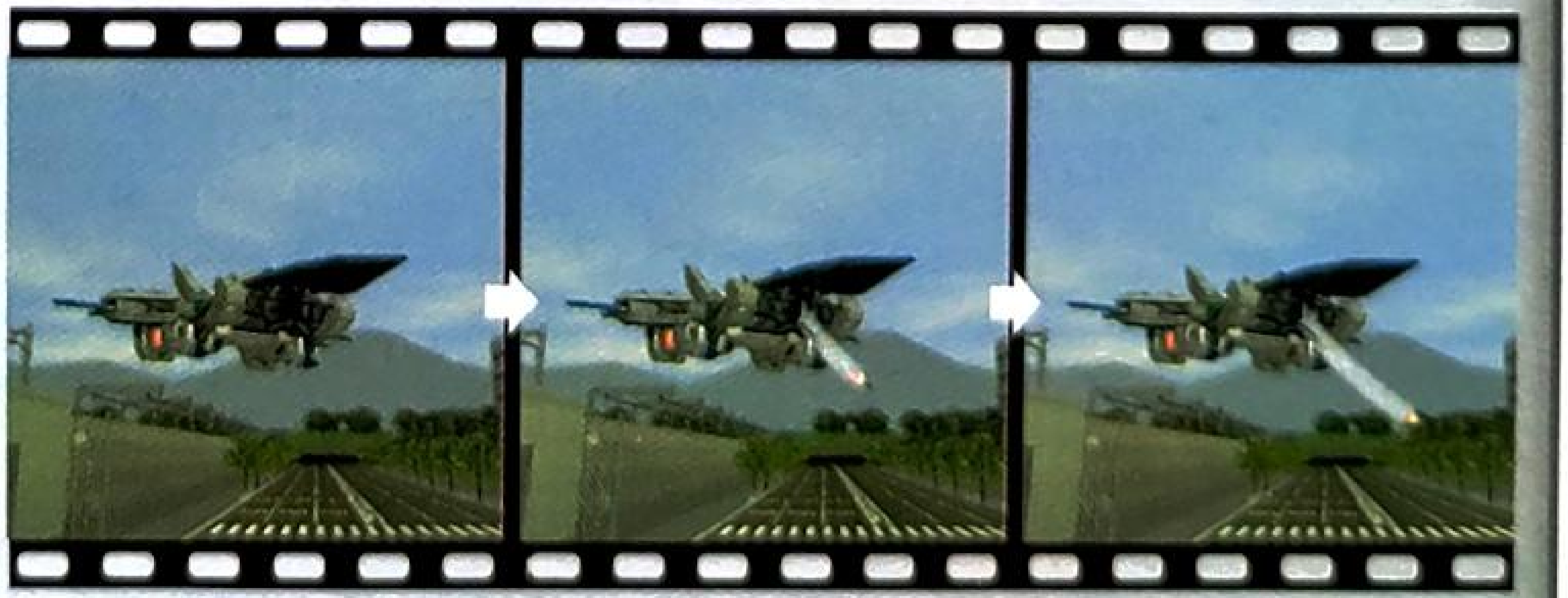
▲The technique motion is the same as "Nova Laser", but the projectile speed is greatly increased.

Sky Torpedo

Fortress mode: button

data			
Offensive power	Attack speed	Number of loaded bullet	down effect
100	fast	2→3→4→5→6→7	×
Required EN, number of bullets	Acquisition conditions		
Number of bullets:1	none		

A single powerful missile is fired from the launch port on the bottom of the aircraft. The missile shoots out white smoke as it flies, dealing damage where it hits, but the hitbox is small, making it difficult to hit. This is one of the few attack methods available in Fortress Mode, but the initial ammunition count is limited to one, so you'll want to make sure you hit your target. If you have the funds, consider modifying it to increase the ammunition count.



◆It is launched diagonally downward from the aircraft, and after descending to a certain altitude, it flies almost horizontally.

Down effect: If the enemy is downed when the attack hits, it is marked as O; if not, it is marked as X.
Acquisition Conditions: Conditions for acquiring Attack

Lyall's unique skill

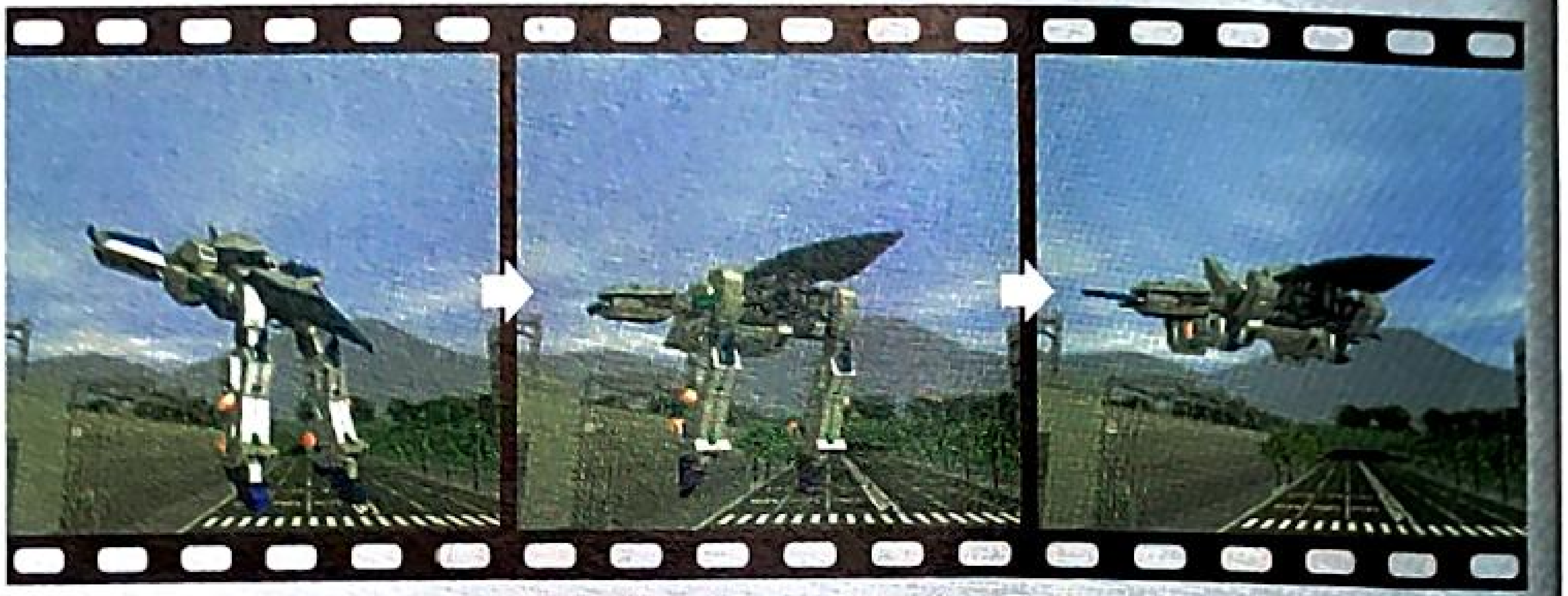
transformation

□ button

data

Offensive power	attack speed	Number of loaded bullets	down effect
—	—	—	—
Required EN/Number of bullets	**Acquisition conditions**		
—	none		

A technique that allows you to switch between Fortress Mode and Vertical Mode. It does not consume energy, so you can use it any number of times. Make good use of the two modes depending on the situation. Furthermore, by switching to Fortress Mode, you can move to a higher position than the enemy, making you almost immune to enemy attacks. Using this, you can defeat enemies without taking any damage.



▲Using the base of the legs as the axis, the entire body is deflected to transition into flight mode.

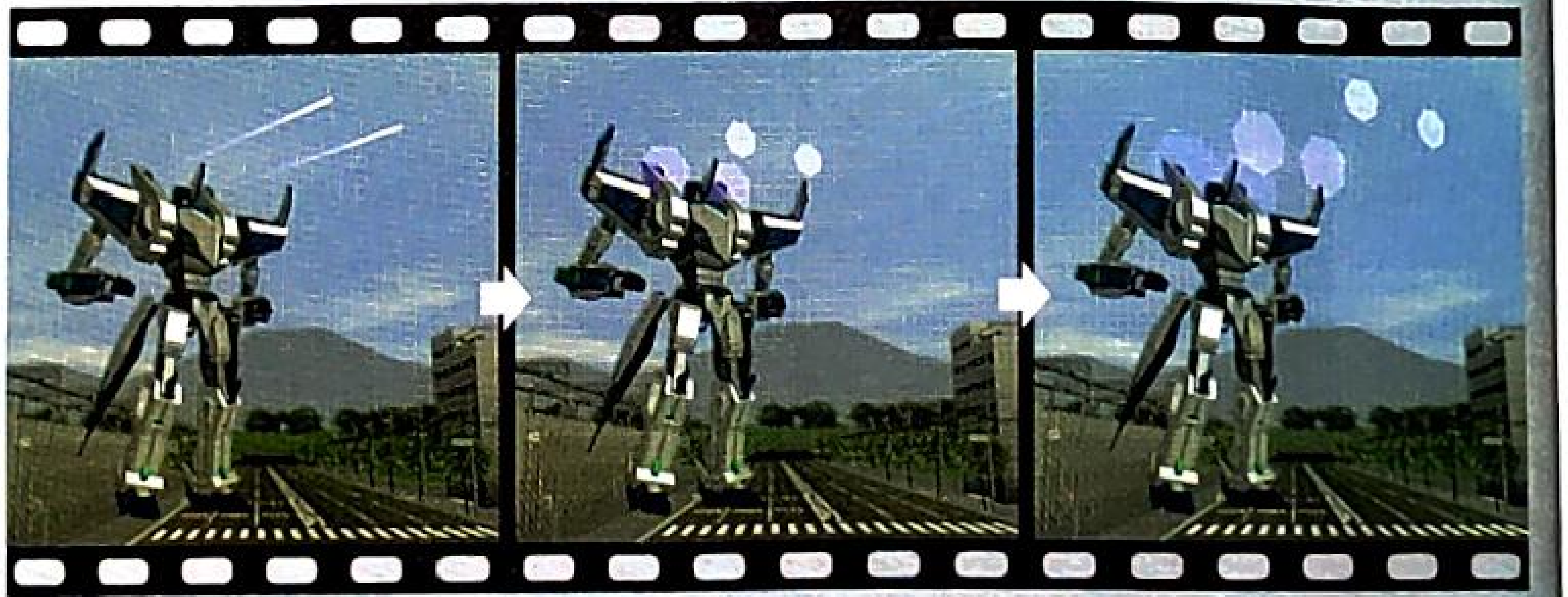
nova laser

△ button

data

Offensive power	attack speed	Number of loaded bullets	down effect
25×2	fast	—	×
Required EN/Number of bullets	**Acquisition conditions**		
EN20	none		

This technique fires twin lasers from the shoulder parts, and its performance is basically the same as the technique of the same name in Fortress Mode. The twin lasers are fired at a slight downward angle, and hit the ground at a certain distance. By adjusting the angle of the waist, it is possible to fire them horizontally, but the bullets disappear after traveling a certain distance. Note that this technique cannot be used after the development of "Divine Laser One."



▲Lasers are fired simultaneously from the nozzles on both shoulders, flying in a straight line at a slight downward angle.

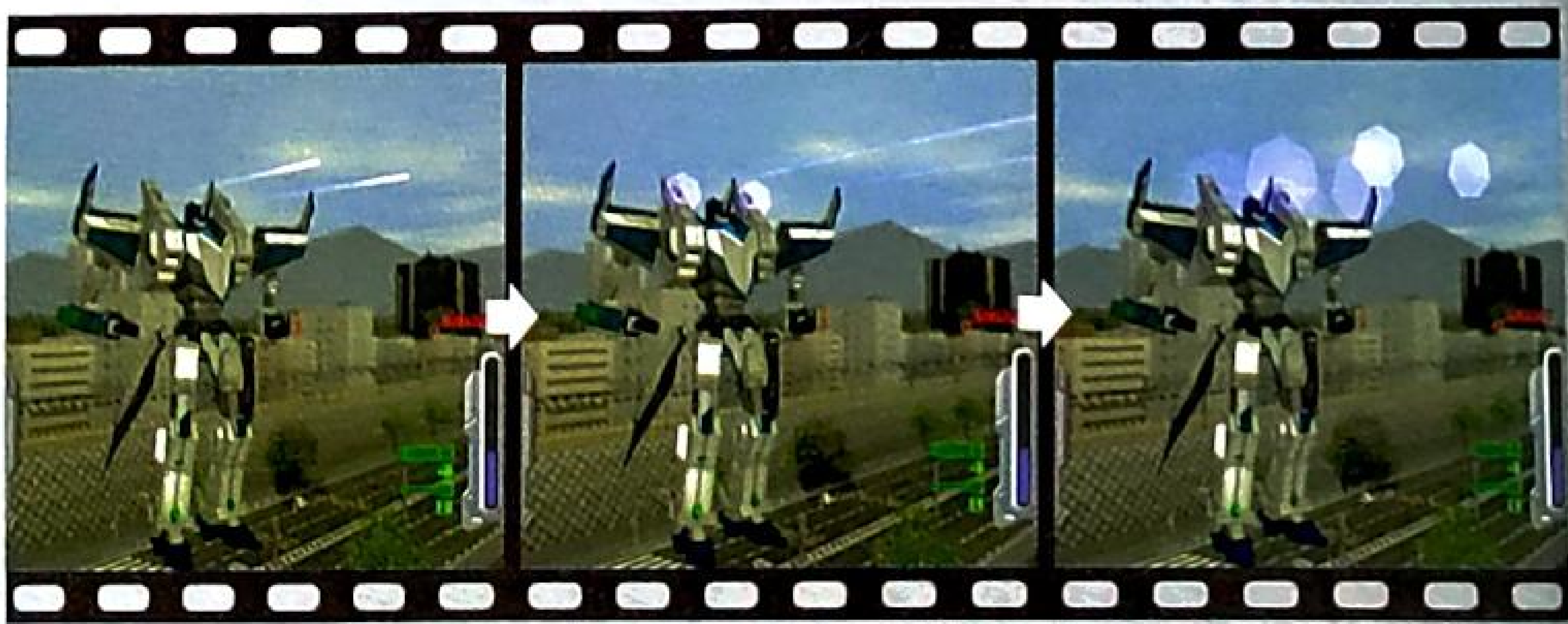
divine laser

△ button

data

Offensive power	Attack speed	Number of loaded bullets	down effect
36×2	fast	—	×
Required EN/Number of bullets	**Acquisition conditions**		
EN20	Developed the "Divine Laser"		

An improved version of "Nova Laser." Its basic performance, such as attack power and energy consumption, is exactly the same as in Fortress Mode. However, in Vertical Mode, you can use the stomp gauge (see page 33), so you don't have to worry about running out of energy. If you repeatedly use this technique while stomp, your energy will gradually increase rather than decrease.



▲It's the same as the Nova Laser, except that the projectile speed is faster. Two lasers pierce the enemy.

LAGUIOLE

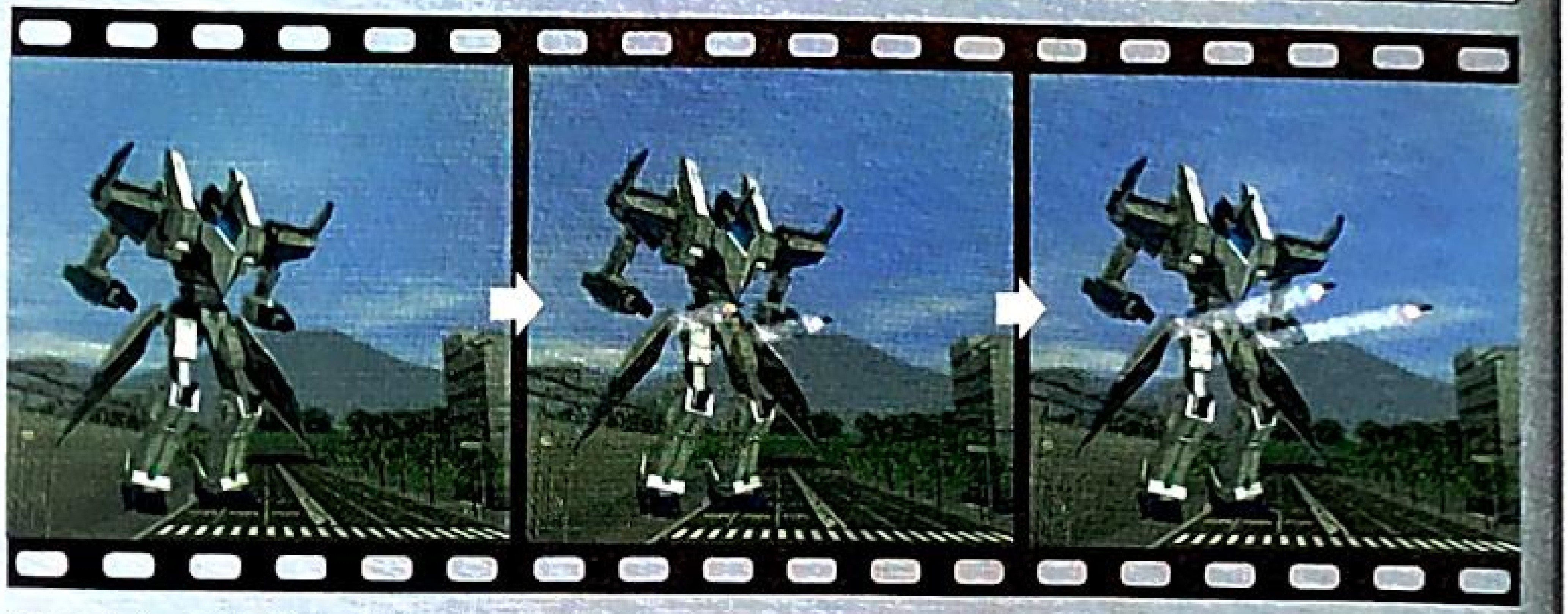
aerial missile

◉ button

data night

Offensive power	Attack speed	Number of loaded bullets	down effect
50×2	Regular: 4-6-8-10-12-14		×
Required EN/Number of bullets	Acquisition conditions		
Number of bullets 2	none		

Two missiles are fired from the launchers on the side of the waist. The missiles have a certain degree of homing ability, so if you aim them appropriately in the direction of the enemy and fire them, there is a high probability of a direct hit. However, if you are too close to the enemy, the missiles may not be able to turn enough even if they are homing, and may miss. Try using them from a distance.



▲Two missiles are fired from the launchers on either side of the waist, tracing a gentle curve as they pursue the enemy.

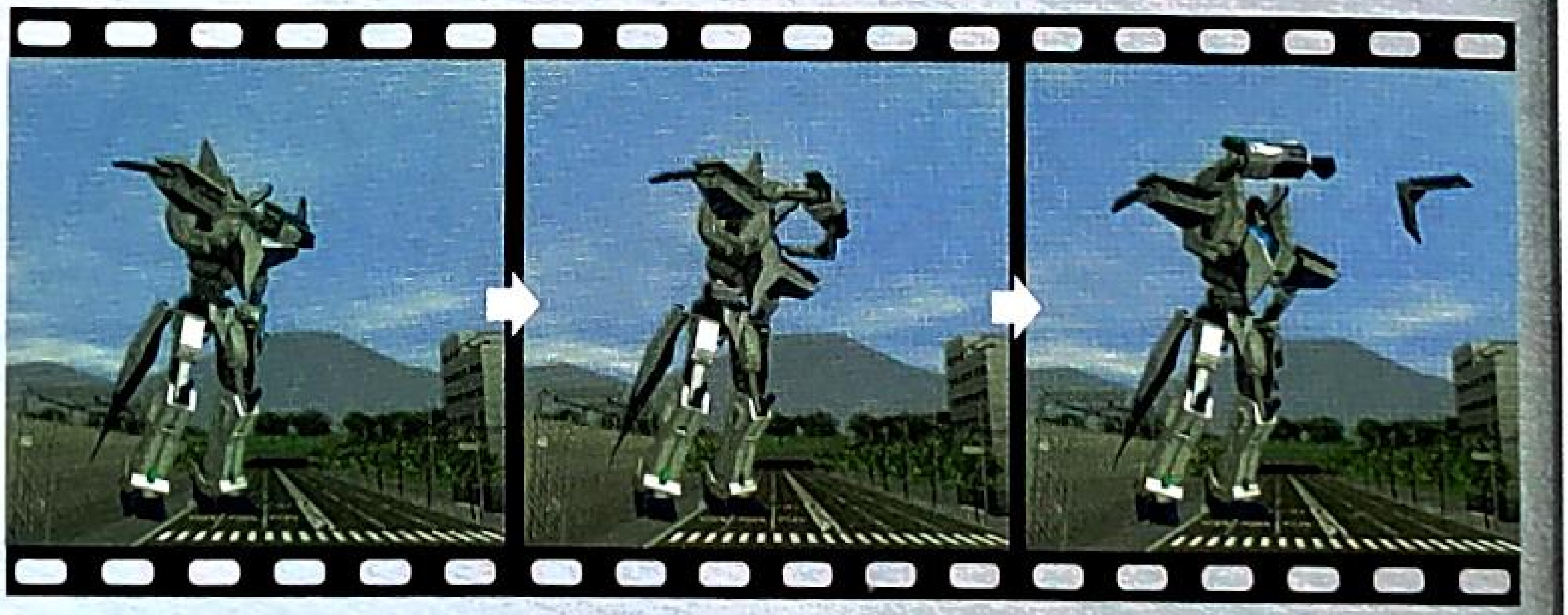
Gigantic Boomerang

After ground charge, push the L or R stick up

data

Offensive power	attack speed	Effect of reducing the number of bullets carried	
200	slow	–	○
Required EN/Number of bullets	Acquisition conditions		
EN60	Developed "Gigantic Boomerang"		

He attacks by throwing giant boomerangs attached to both shoulders. When attacking with his right hand, he throws the boomerang attached to his left shoulder forward, and when attacking with his left hand, he throws the boomerang attached to his right shoulder forward. It has piercing capabilities, and can blow away anything in the boomerang's trajectory, including enemies and buildings. It consumes little energy but has high attack power, so it can be used frequently in long-range battles.



▲After flying straight for a certain distance, it flies in an arc and returns to its original position.

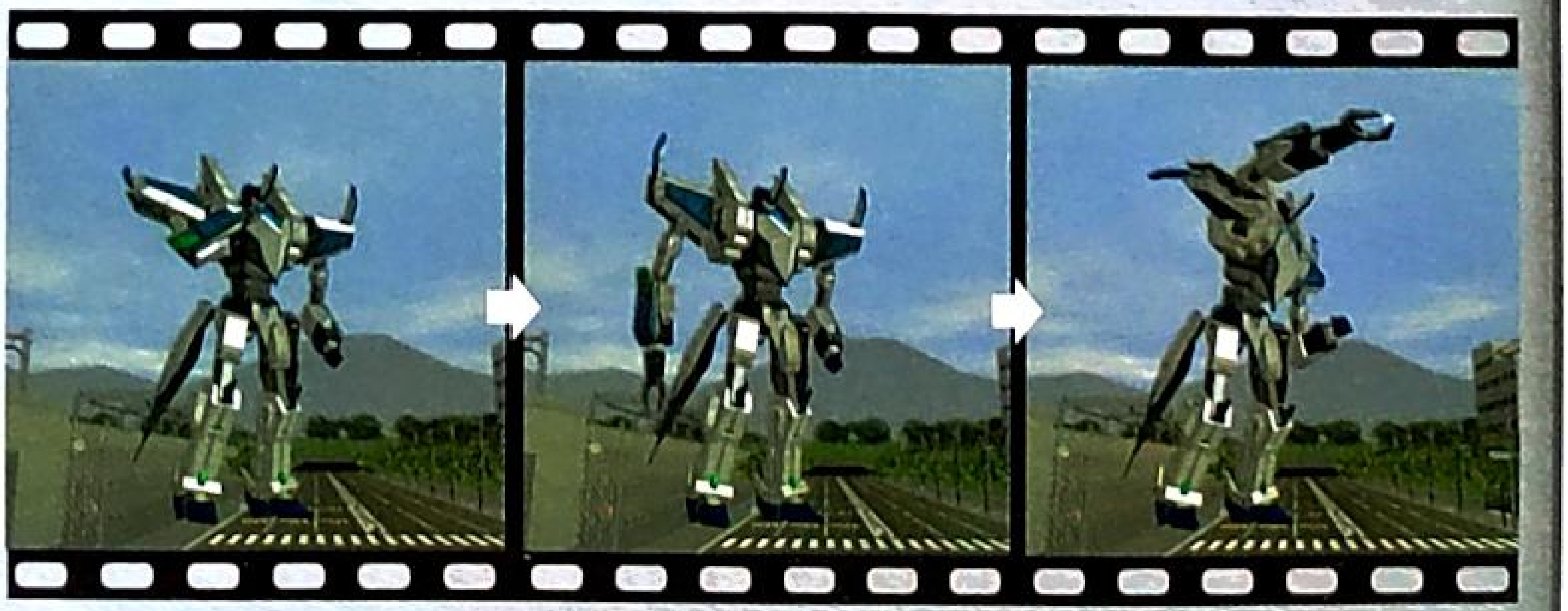
thunder hand

R3 button

data night

Offensive power	attack speed	Number of loaded bullets	down effect
—	—	—	—
Required EN/Number of bullets	Acquisition conditions		
EN decrease while equipped	Complete Episode 4, "Drill Part 1"		

This is a technique to equip the right-hand weapon "Thunder Bomber." While equipped, it has the excellent effect of increasing the attack power of punches with the right hand by 1.4 times. While equipped, energy decreases by 5 every second, but this is easily compensated for by simply walking, so don't worry too much about it. There is no harm in having it equipped during close combat, so you should equip it as soon as you approach the enemy.



▲Store your right fist and equip the "Thunder Blast." While equipped, the punching power of your right hand increases.

Lyall's unique skill

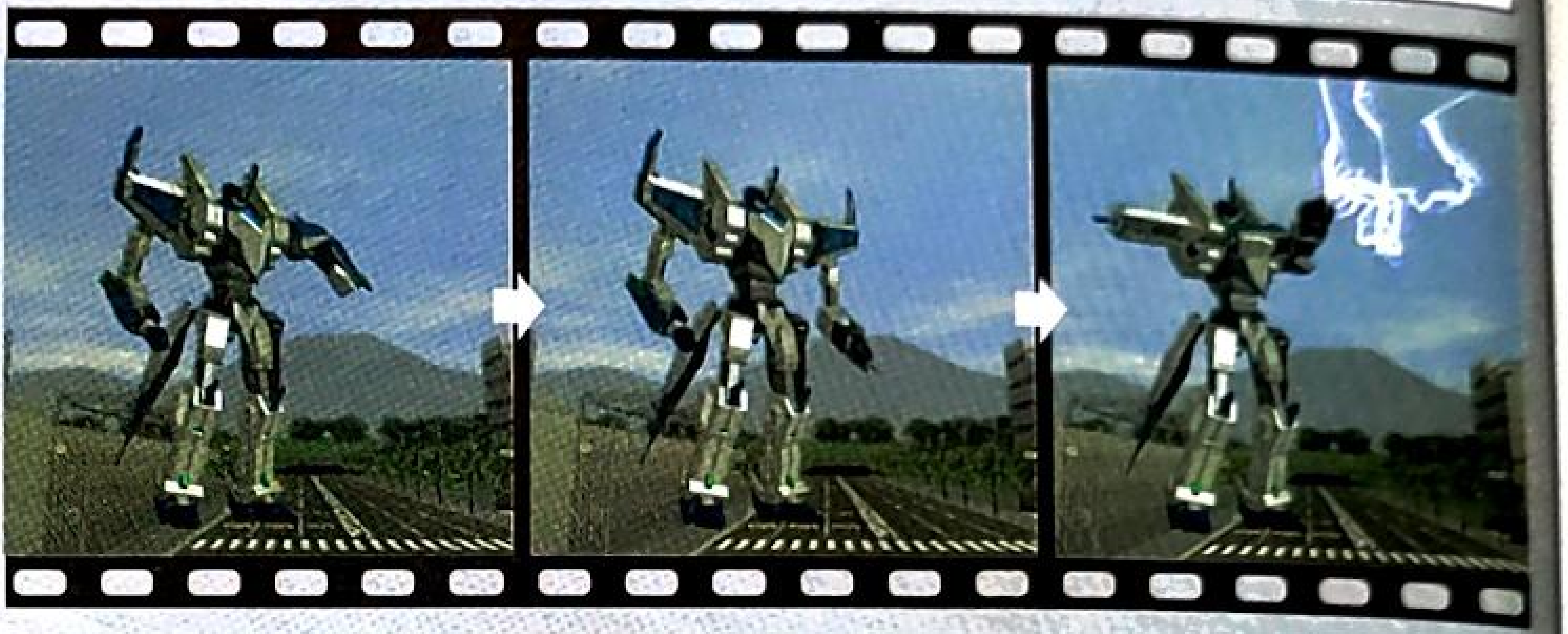
thunder cannon

Equip with L3 button/Use on L stick

data

Offensive power	Attack speed	Number of loaded bullets	down effect
180	fast	—	○
Required EN/Number of bullets	Acquisition conditions		
EN135	Complete Episode 4, "Drill Part 1"		

A technique that releases a powerful electric shock from the left hand. It has a long reach, and the attack range can be fine-tuned by changing direction, making it easy to hit even if your aim is slightly off. Furthermore, the attack is quick to start and can knock the opponent down even if it is blocked, making it extremely easy to use. Simply equipping it does not reduce energy, so it is definitely worth equipping. However, while equipped, the attack power of the left hand is reduced to 0.7x.



▲A beam of light with a certain reach is released from the "Lightning Cannon" equipped on the left hand for about one second.

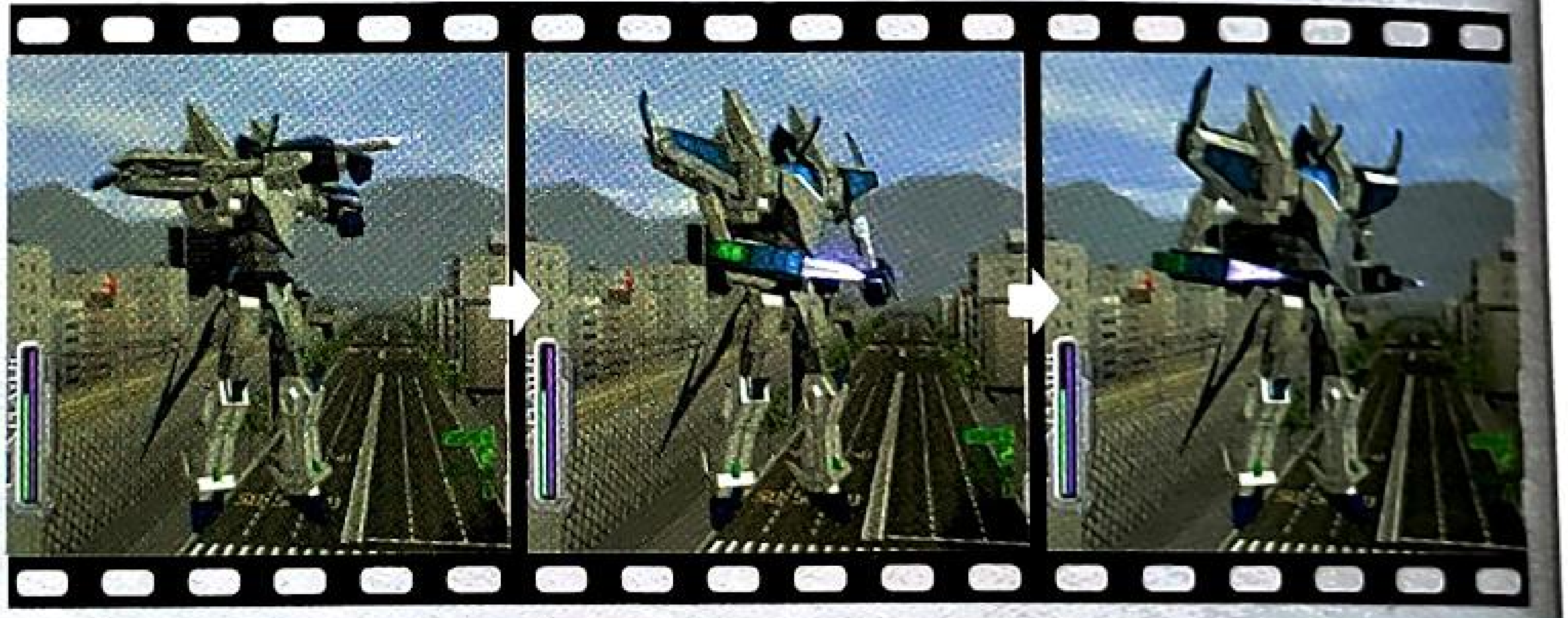
Kaminagi mode activated

Fully charged, ground charge button

data

Offensive power	attack speed	Number of loaded bullets	down effect
—	—	—	—
Required EN/Number of bullets	Acquisition conditions		
—	Clear Episode 40 "The Day God Perishes" (※1)		

It becomes available after clearing Episode 40 of Story Mode. In Kaminari Mode, you will be equipped with the "Magic Sword Kaminari," and the attack power of all punches will be increased by 1.8 times. However, while equipped, you will be unable to equip other arm weapons or change modes. Also, once equipped, you will self-destruct after 180 seconds (3 minutes), so once equipped, be sure to defeat all enemies within the time limit.



▲In a pose with his arms lightly crossed, he equips the "Magic Sword 'Kaminagi'" on the outside of both wrists.

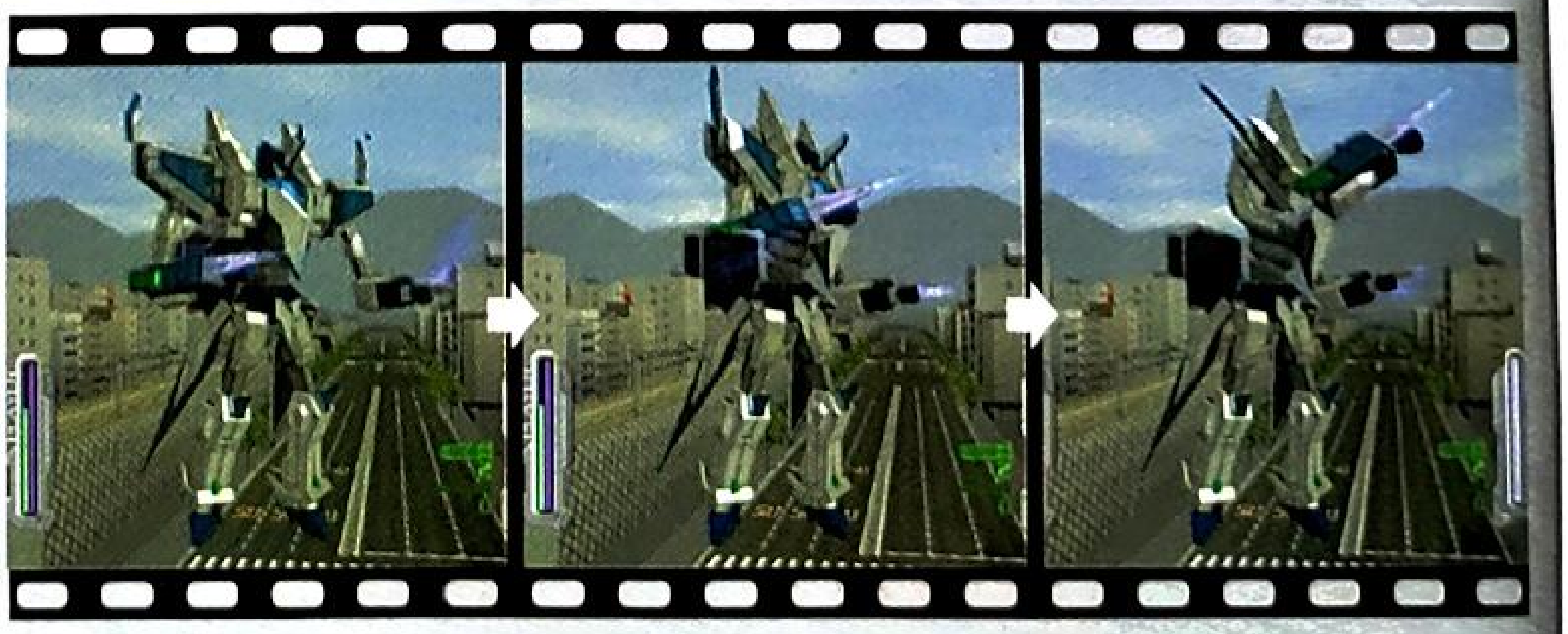
Magic Sword "Kaminagi"

During Kannagi mode activation (when fully charged, after Grand Charge button)

data

Offensive power	Attack speed	Number of installed rods	down effect
100	—	—	○
Required EN/Number of bullets	Acquisition conditions		
—	Clear Episode 40 "The Day God Perishes" (※1)		

The state in which the "Magic Sword "Kaminagi"" is equipped to both arms. While equipped, there is always an attack judgment, and even when moving, damage can be dealt to enemies simply by touching the Kaminagi. Furthermore, even if the enemy is guarding, it will always knock them down, so just equipping it will give you overwhelming strength. Furthermore, if both arms are in a horizontal punch charging state, the position of the attack judgment for the "Magic Sword "Kaminagi"" will change, and the horizontal attack range will be slightly wider.



▲Even if you equip the "Magic Sword "Kaminagi"" and throw a straight punch, the reach of your arm will not increase.

---

*1: Can only be obtained if you select Lyall as your initial robot.

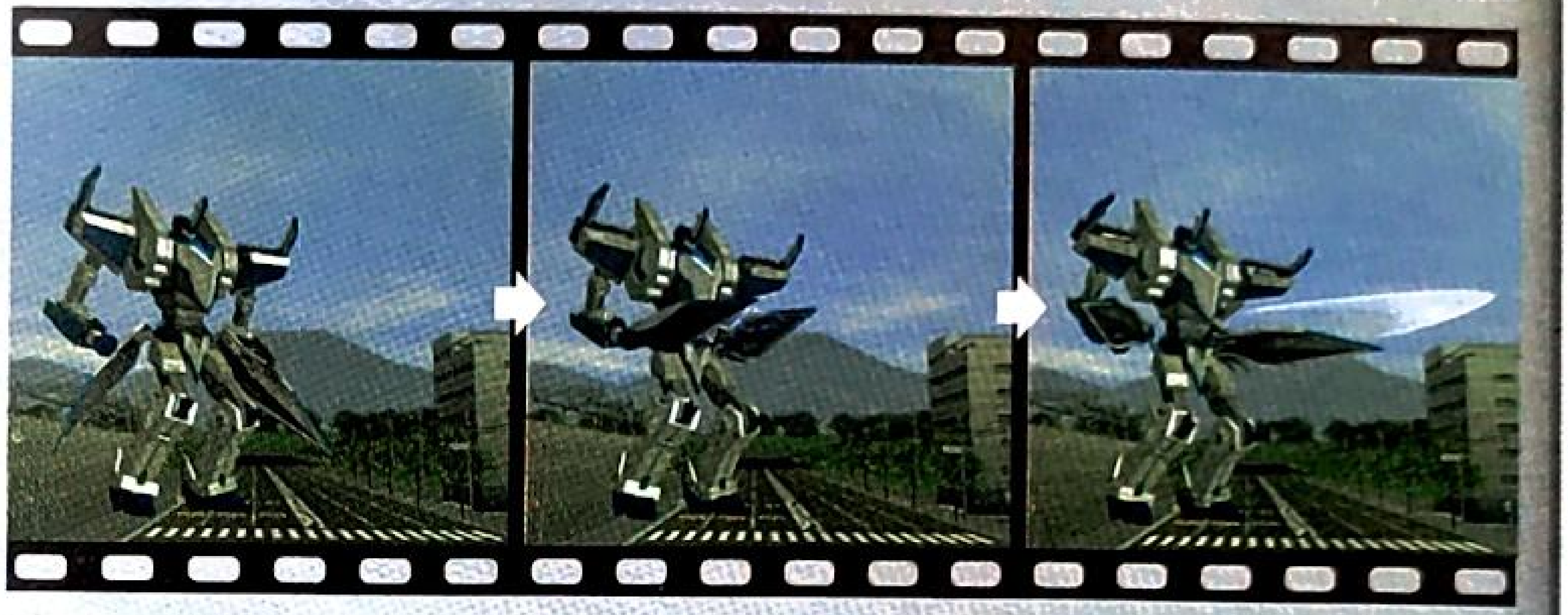
Aerial Collider

When in the red zone, press the button after ground charge

data night

Offensive power	"Attack speed	Number of installed roofs	down effect
370	slow	—	○
Required EN/number of bullets	Acquisition conditions		
EN330	none		

It fires a penetrating energy wave from its waist part. The energy wave has a wide hitbox, so if it touches an enemy it will knock them down, making it an effective finishing move. It also has excellent range, so even if you attack from one edge of the map it will reach the other, so if you stand in a straight line with the enemy and use it, it will almost never miss.



▲The parts on both sides of the waist can be moved to the front to form a gun barrel, which fires a crescent-shaped energy wave.

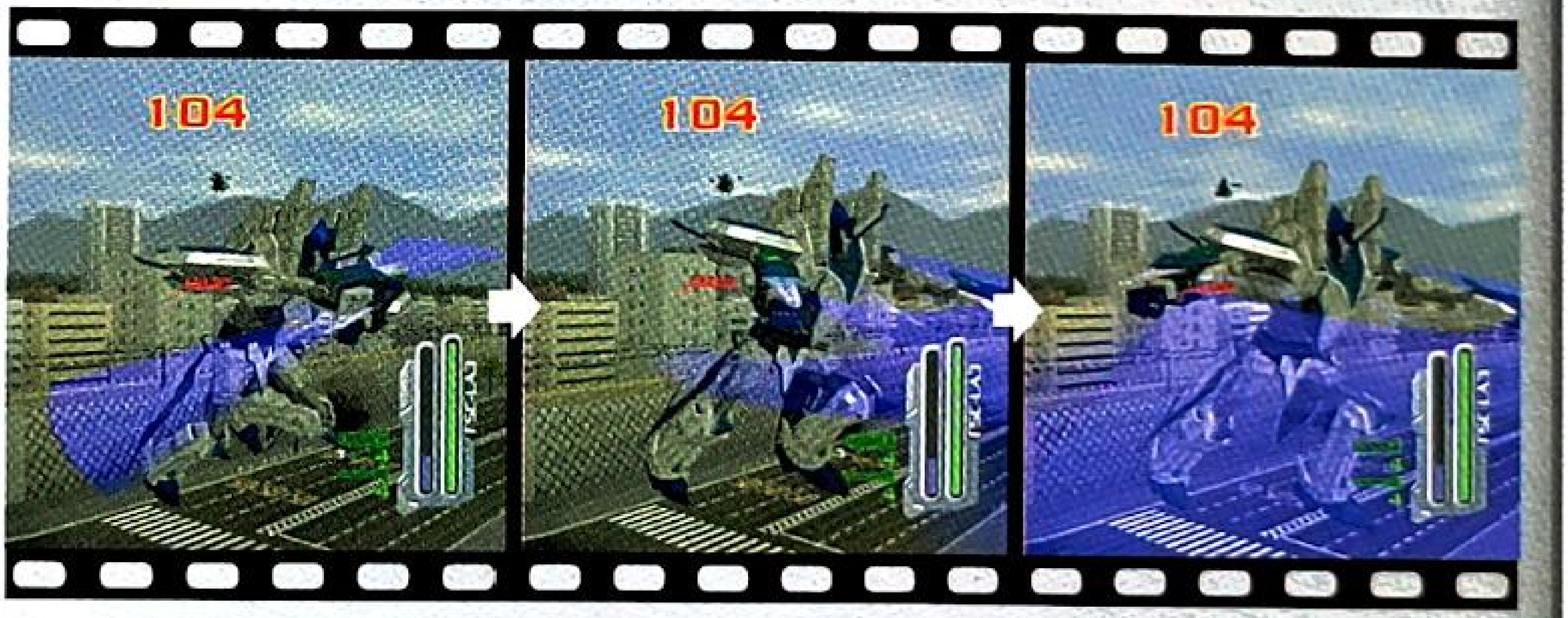
Destruction

(During Kannagi, in the red zone, after ground charge)

data

Offensive power	Attack speed	Number of loaded bullets	down effect
1999	usually	—	○
*Required EN/Number of bullets	Acquisition conditions		
EN500	Develop "Metsubi" (※2)		

Lyall's strongest technique is to cut down enemies with the "Kaminagi" magic swords on both arms, destroying all enemies in one hit. It has excellent attack power, attack generation, and attack judgment, and is very easy to hit. However, as it is a powerful technique, it can only be used when the energy is in the red zone after using "Kaminagi Mode Activation." The conditions for use are strict, but it is still well worth using.



▲The "Magic Sword 'Kaminagi'" equipped on both arms is crossed in front of the eyes and swung.

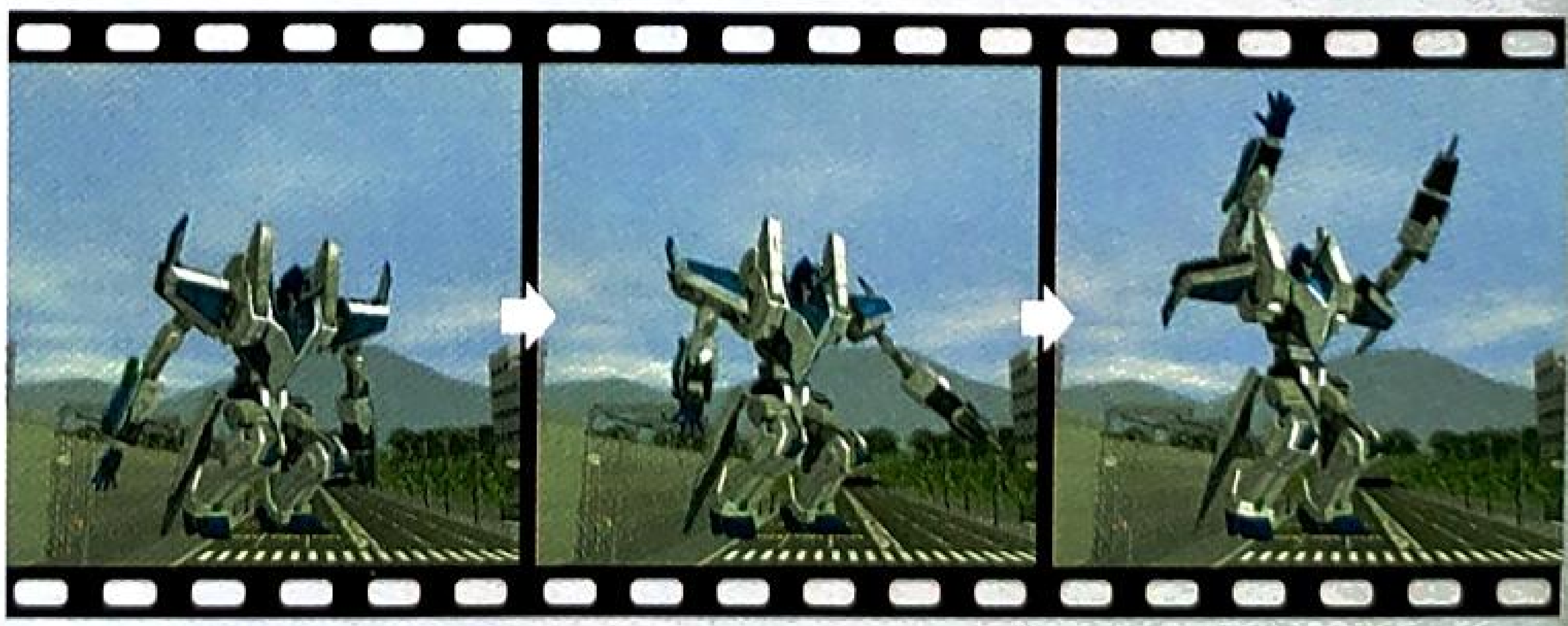
gravity zero

While crouching, push the L and R sticks up at the same time

data

Attack power	Attack speed	Number of loaded bullets	down effect
75×2	—	—	○
Required EN/number of bullets	Acquisition conditions		
—	"Gravity Zero" developed		

This technique can only be used while crouching, and involves using both hands to lift the enemy into the air. If you hit an enemy, they will be launched high into the air, allowing you to perform various aerial combos (see page 34) on the falling enemy. The reach is short, making it difficult to hit, but the amount of damage it inflicts is impressive. Although the in-game description describes it as a throwing technique, it is no different from a striking technique.



▲ From a crouching position, raise both arms as if scooping up the enemy.

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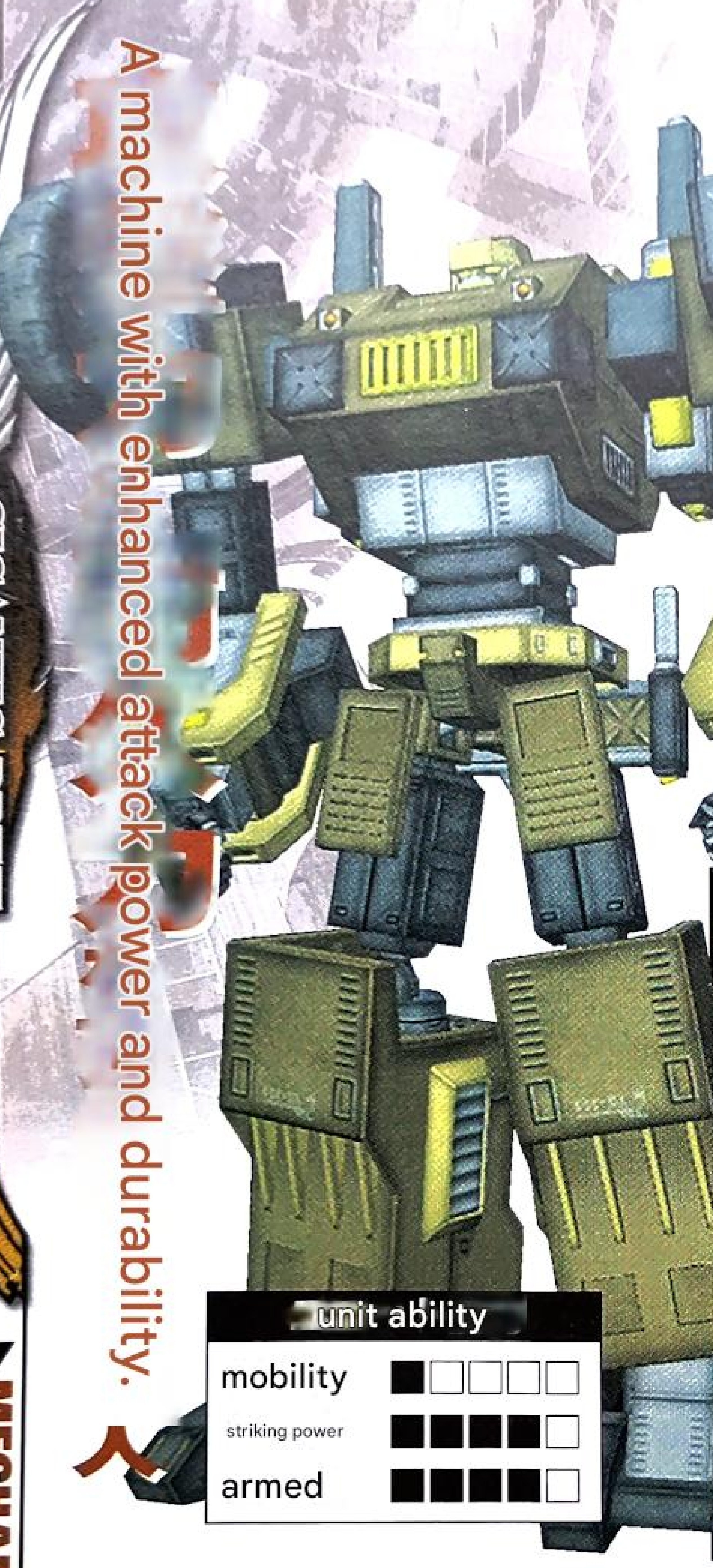
*2: Can only be developed after episode 40 if you select Lyall as your initial unit.



A machine with enhanced attack power and durability.

GLLANG

grung

This machine was developed for land control using an earth elemental conversion engine, and has the ability to transform into a running form. It is suitable for flexible movement and attacks according to the battle situation, but is subject to various terrain restrictions. Of the three machines, including Wawel and Lyall, it is the most heavily armored, and surpasses the other three in both attack power and durability. However, due to its low mobility, its operating speed as a humanoid weapon is quite slow.

A powerful blow explodes! It has enormous destructive power.

unit ability

mobility	■□□□□
striking power	■■■■□
armed	■■■■□

[Machine characteristics] A power type equipped with many bullet-type weapons

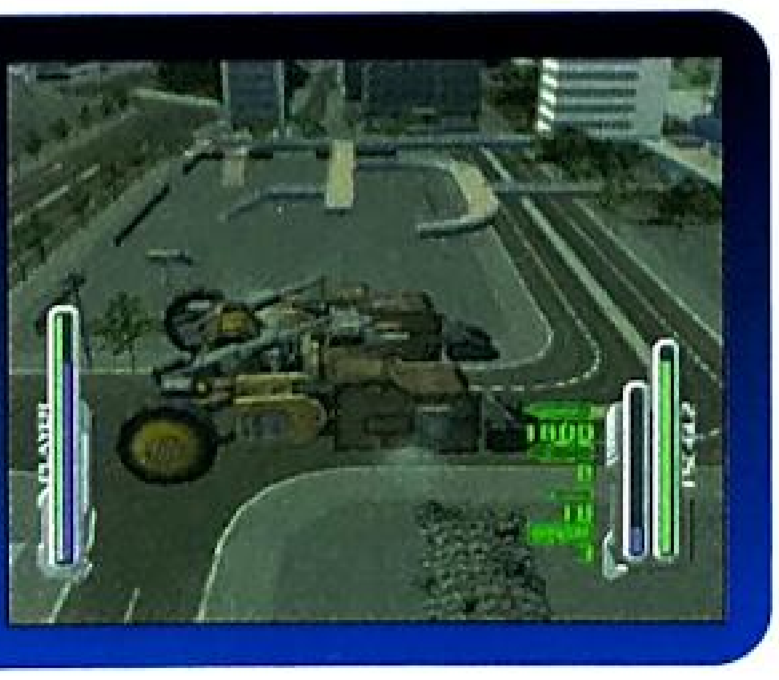
Among all the machines, Grangu has the highest attack power of its punches and boasts the highest durability. However, on the other hand, it has low mobility and the attack speed of its punches is also quite slow, so in close combat, its low mobility becomes a bottleneck and it often struggles unexpectedly.

The main feature is the large number of shooting-based weapons (techniques) that are equipped. In particular, the number of bullet-type weapons is far greater than that of other robots. Use heavy punches to knock enemies away and create distance, then attack with shooting-based techniques to destroy them with certainty.

◀ A powerful technique called "All-Bullet Fire." Fire all your bullets at the enemy.

mode change fortress mode

Grang's Fortress Mode is a running form. It can move at high speeds on the ground using a total of four wheels attached to both shoulders and heels. While running, a considerable amount of inertia is exerted, making it difficult to control, but this is an essential form for Grang, whose walking speed is slow.



"Iron Task" that knocks enemies far into the sky

[How to read the data] Attack power: Damage dealt when an attack hits Attack speed: Speed at which an attack is detected (3 levels: fast, normal, slow) Required EN/Ammo: Energy and ammo required to attack Loaded ammo: Maximum number of ammo that can be loaded onto the robot (listed by modification stage)

Grangu's unique skills

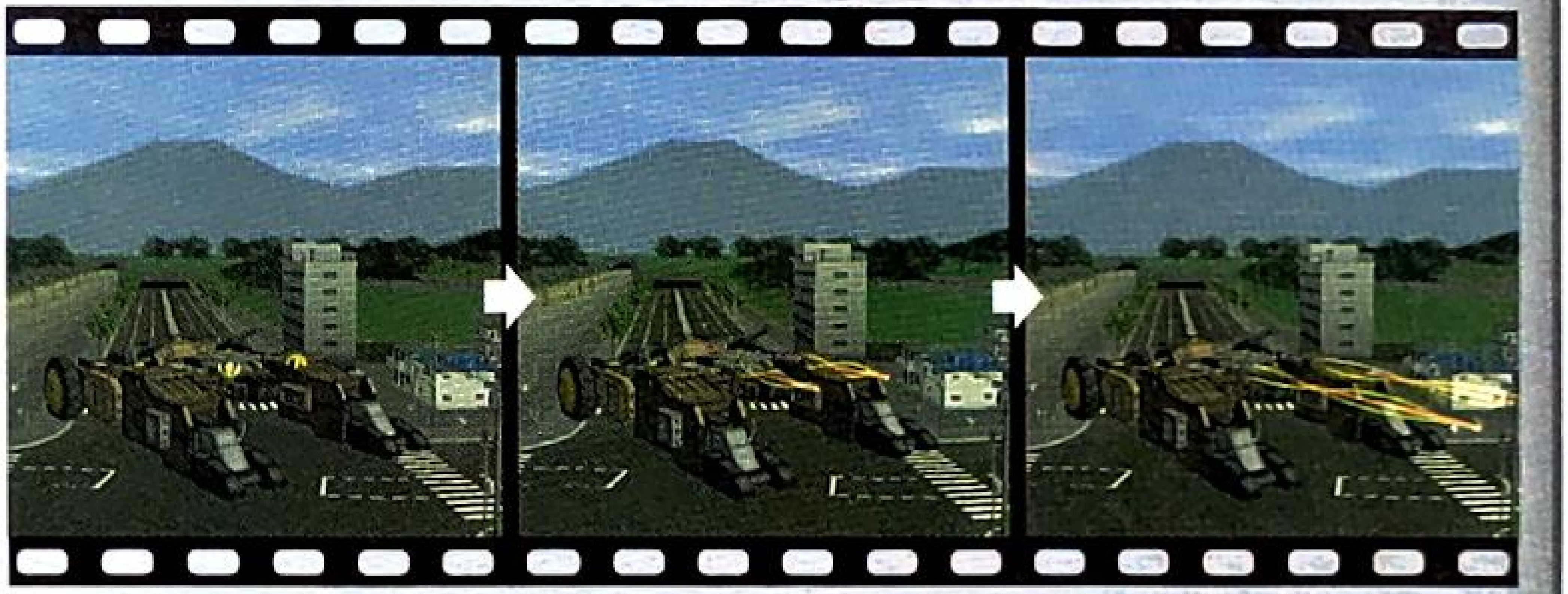
proton beam

Fortress Mode Button

data

Offensive power	Attack speed	Number of loaded bullets	down effect
30×2	fast	—	×
Required EN/Number of bullets	Acquisition conditions		
EN30	none		

A technique that fires two beams forward. The beams are fired horizontally, so they can fly anywhere as long as there are no obstacles. Although the attack power is low, it consumes less energy, so it is quite easy to use. However, when in Fortress Mode, there is no way to increase energy, so it should not be used too often. Use it only when you have the time.



▲Two paired beams are fired horizontally from the small cannon at the front of the aircraft.

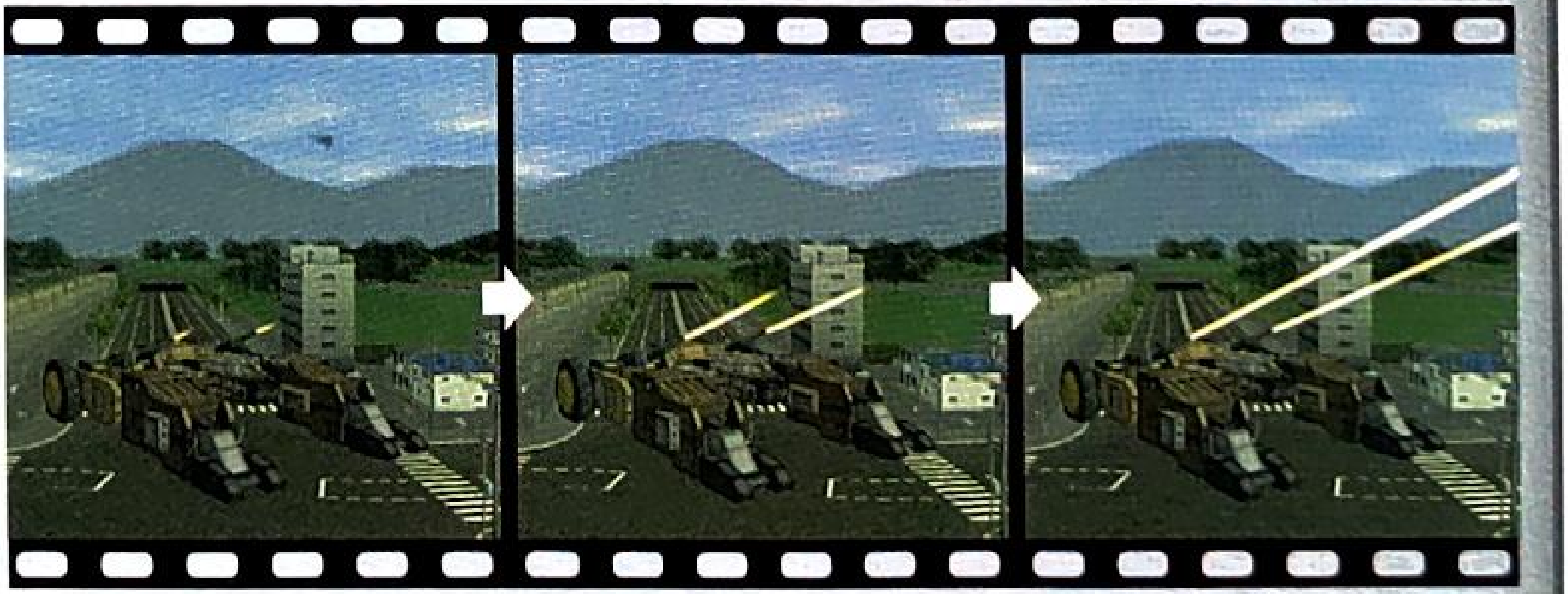
Gaia Cannon

Fortress Mode ● Button

data

Offensive power	attack speed	Number of loaded bullets	down effect
75	fast	—	○
Required EN/Number of bullets	Acquisition conditions		
EN80	none		

It fires two particle beam cannons with penetrating power at the same time. The beams are fired diagonally upwards, so be careful that they won't hit unless you get close to the enemy. Also, although it has high attack power, it consumes a lot of energy, so you can't fire it too often. However, if you hit the enemy with the beams, you'll definitely knock them down, so you can use this technique as a starting point for your attack when on the offensive.



▲Two particle beam cannons are fired diagonally upwards in a straight line from the large cannon at the rear of the aircraft.

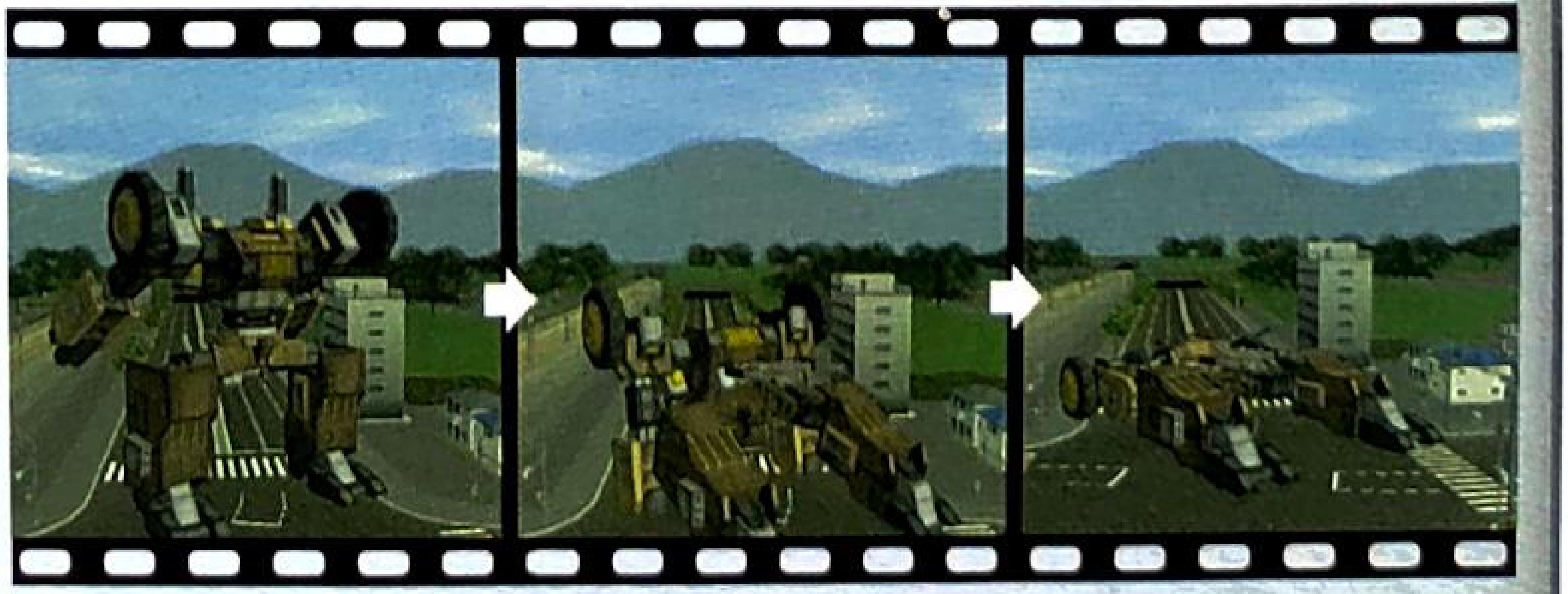
transformation

■ button

data

Offensive power	attack speed	Number of loaded bullets	down effect
—	—	—	—
Required EN/Number of bullets	Acquisition conditions		
—	none		

This technique transforms Grang into its running form, Fortress Mode. The same operation can be used to return to vertical mode after transformation. The running form also has the advantage of being extremely low, making it difficult to be hit by enemy attacks. When the enemy's attacks are tough, it is a good idea to transform into running form, dodge the enemy's attacks, and attack with a wide range of shooting techniques.



▲The arms support the weight of the body and gradually turn onto their backs as they change into running mode.

Down effect: If the enemy is downed when the attack hits, it is marked as O; if not, it is marked as X.

Acquisition Conditions: Conditions for acquiring Attack

Grangu's unique skills

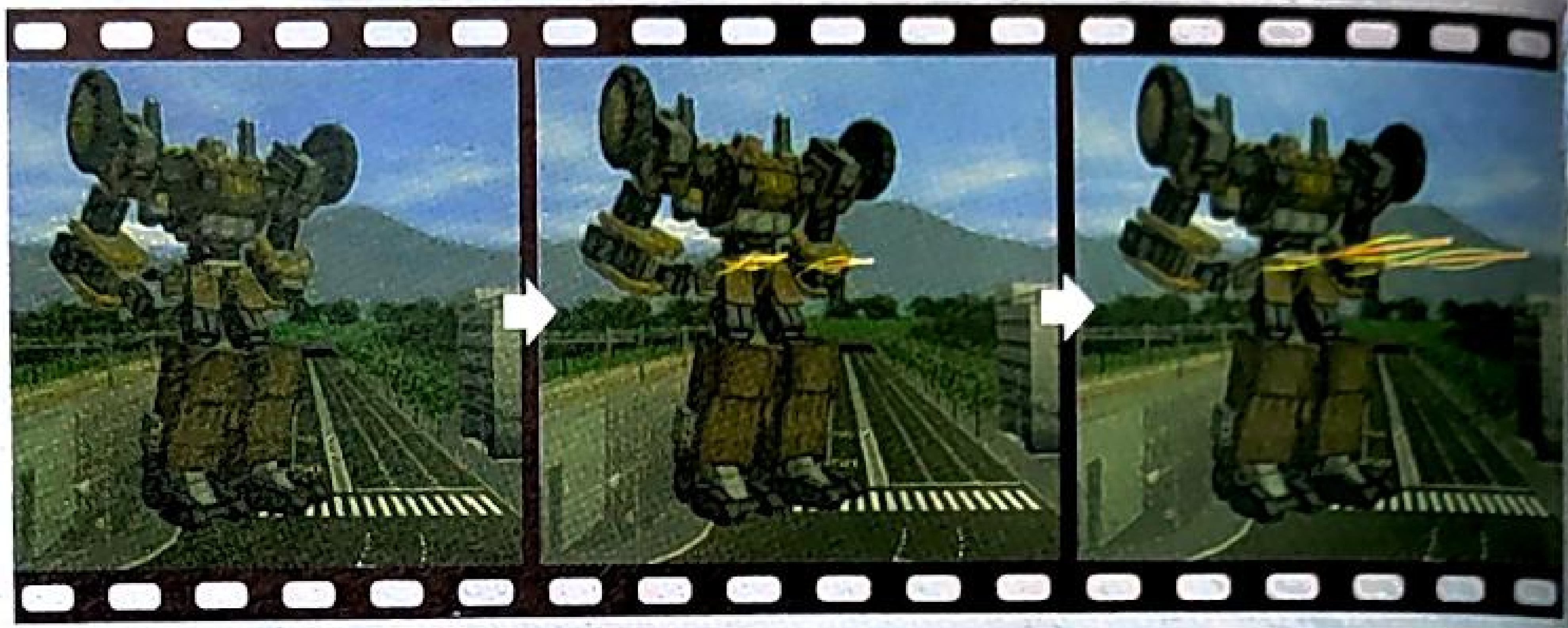
proton beam

△ button

data

Offensive power	Attack speed	Number of loaded bullets	down effect
30×2	usually	—	×
Required EN/Number of bullets	**Acquisition conditions**		
EN30	none		

This beam has the exact same capabilities as the technique used in Fortress Mode. The only difference between the two techniques is the height at which it is fired; in Vertical Mode, the cannon is attached to the back of the waist, so the beam flies at waist height. Furthermore, when firing the beam, the cannon head, which is pointing upward, turns back to face forward, so the firing timing is slightly slower than in Fortress Mode.



▲Two beams are fired forward from the small cannon mounted on Grangu's waist.

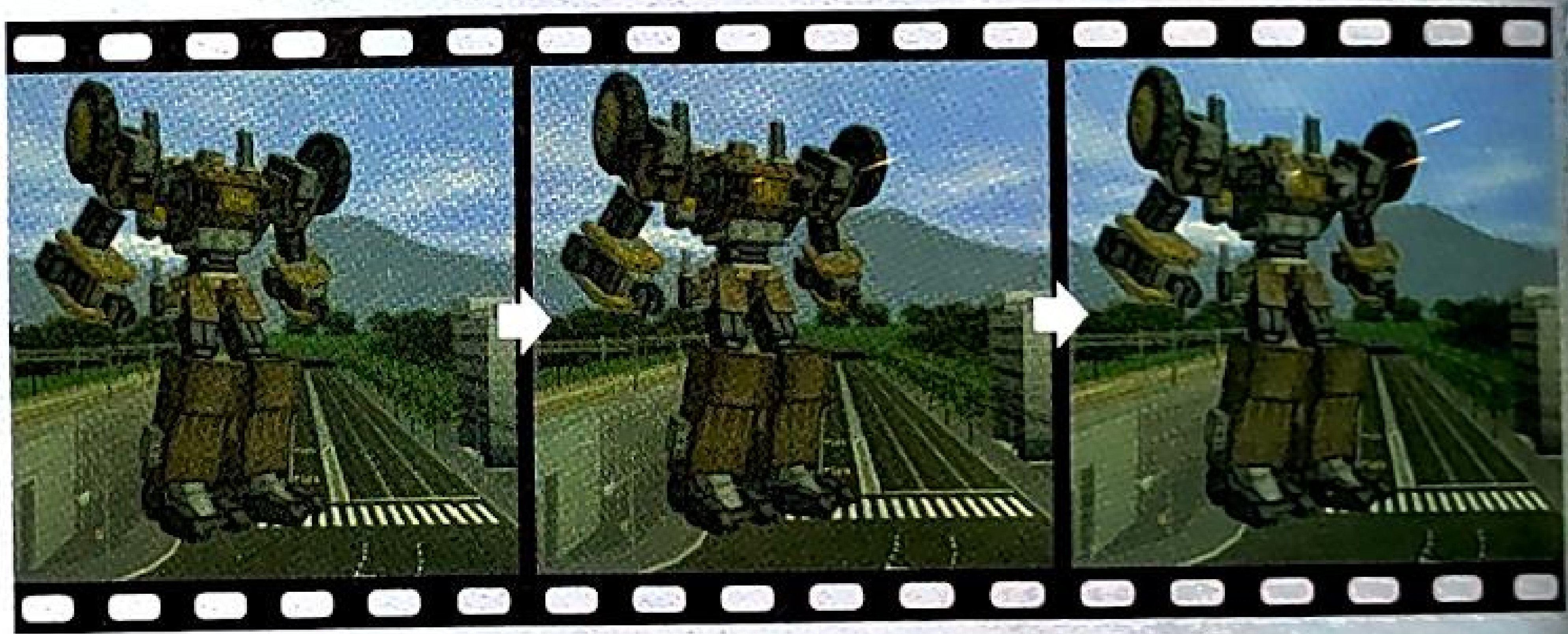
30, 40, and 50mm cannons

○ button

data

Offensive power	attack speed	Number of loaded bullets	down effect
22(※1)	—	*2	×
Required EN/Number of bullets	**Acquisition conditions**		
200 bullets	None (*3)		

It fires a large number of small bullets from its body. One attack consumes 200 rounds of ammunition, but only 22 of these hit (this can be doubled or tripled with new weapon development). At first, its attack power is low and useless, but if you upgrade it to a "50mm machine gun," it becomes a fairly useful technique. However, since it won't knock down the enemy even if it hits, avoid using it at close range.



▲Two cannons appear on Grang's chest and fire countless bullets straight ahead.

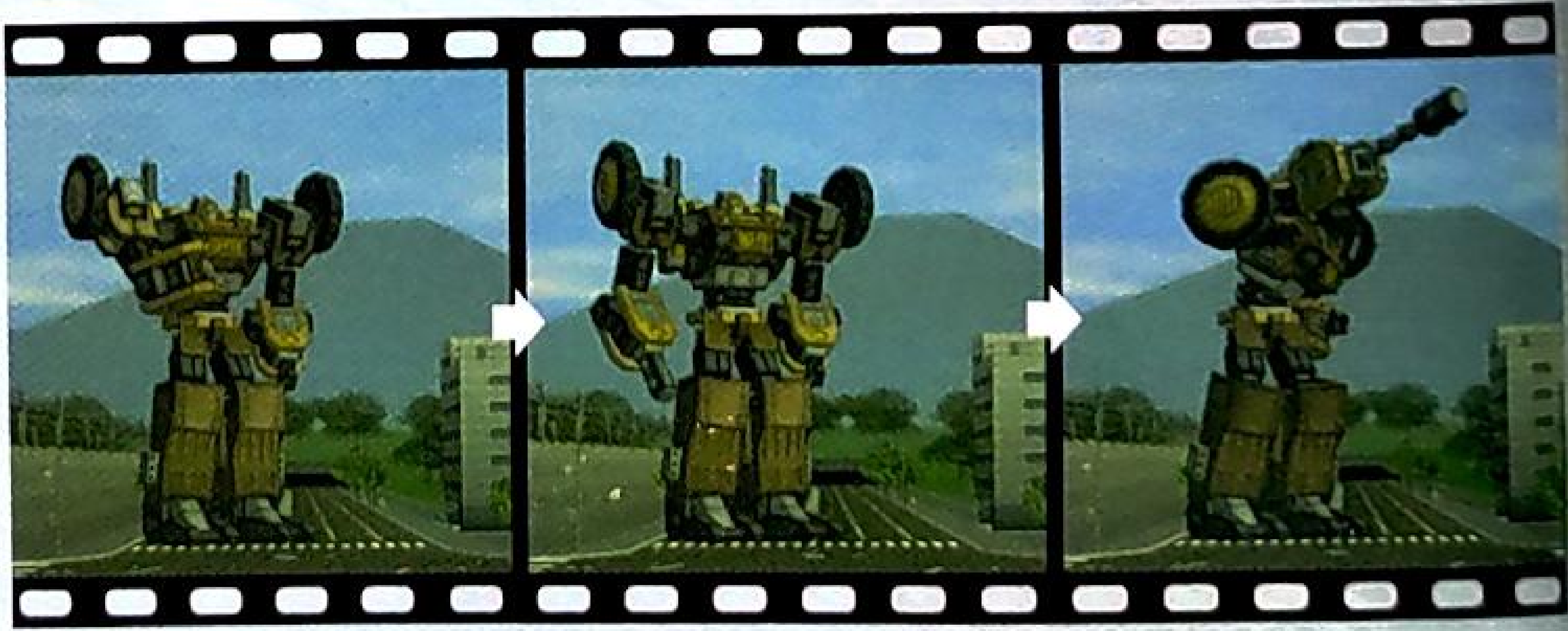
Storm Hammer/Hammer Break

Equip with R3 button / While equipped with Storm Hammer, move R stick from bottom to top

day-タ

Offensive power	Attack speed	Number of installed rods	down effect
100	—	—	○
Required EN/Number of bullets	**Acquisition conditions**		
EN decrease while equipped	Complete Episode 4, "Drill Part 1"		

Equipping the right-hand weapon "Storm Hammer" increases the punching power of the right hand by 1.3 times. While equipped, energy decreases by 5 every second, but to effectively utilize Grang's high attack power, it is recommended to always equip it in battle. On the other hand, "Hammer Break" is a long-reaching straight-like technique that can attack from outside the enemy's attack range.



▲From a straight motion, the Storm Hammer equipped in the right hand extends.

---

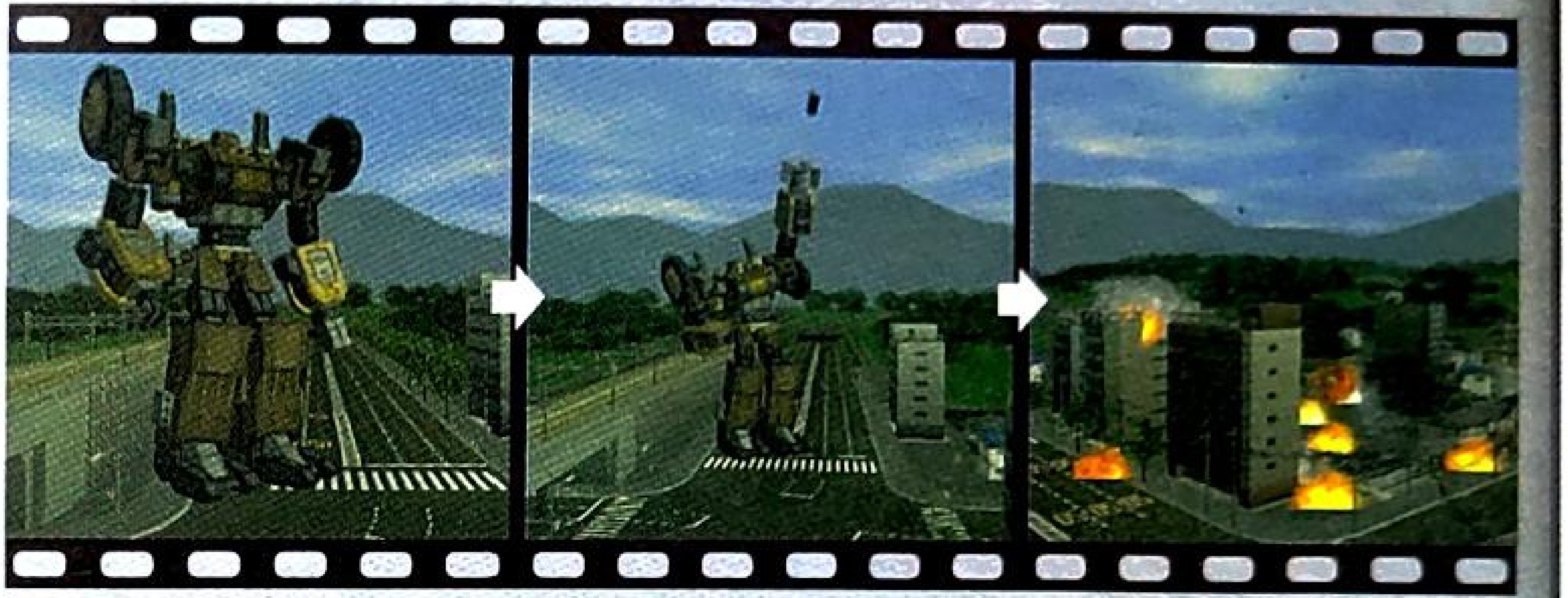
*1: The 40mm machine gun is 22x2, and the 50mm machine gun is 22x4.
*2: 30mm machine gun: 1400, 40mm machine gun: 1600, 50mm machine gun: 1800

detonator

Equip with L3 button/Use on L stick

Offensive power	attack speed	Number of loaded bullets	down effect
60×30(※4)	Slow 1→2→3→4→5→6		○
Required EN/number of bullets	Acquisition conditions		
Number of bullets 1	Complete Episode 4, "Drill Part 1"		

A left-handed weapon that fires scattering missiles into the sky. The missiles split into 30 missiles in the air, allowing for a fairly wide area to be attacked. However, the attack power of each shot is low, making it difficult to inflict a fatal blow. Another drawback is the limited ammunition capacity, with only one shot being usable at the start. Note that while equipped, the punching power of the left hand is reduced to 0.7 times the normal strength.



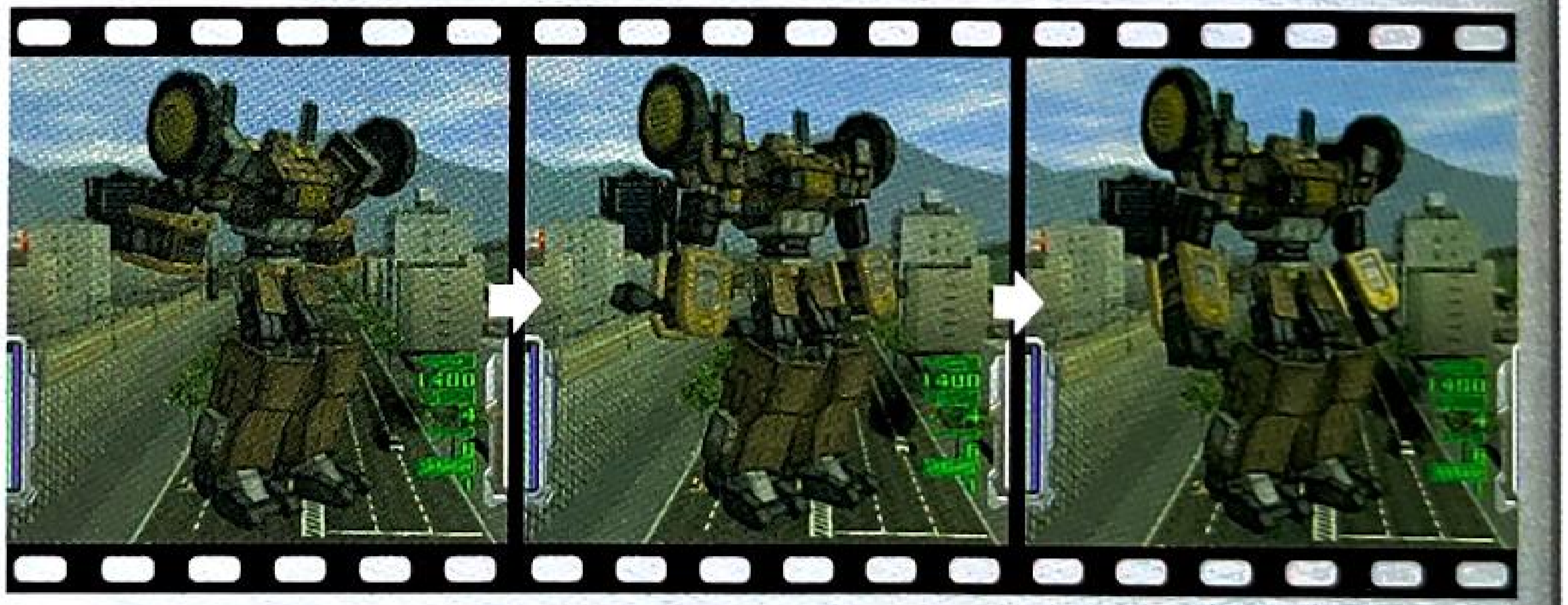
▲Missiles are fired diagonally upwards from the left, then disperse in the air and rain down on the ground.

Divine destruction mode activated

When fully charged, after ground charge button

Offensive power	attack speed	Number of installed rods	down effect
—	—	—	—
Required EN/Number of bullets	Acquisition conditions		
—	Clear Episode 40 "The Day God Perishes" (※5)		

Activate God Break Mode to increase your fighting power for 180 seconds. After automatically activating during the events of Episode 40, you can use it freely from Episode 41 onwards. While in God Break Mode, the attack power of all punches increases by 1.6 times, and you can use the high-damage "Iron Tusk" instead of the basic uppercut. However, you will no longer be able to use arm weapons or change modes.



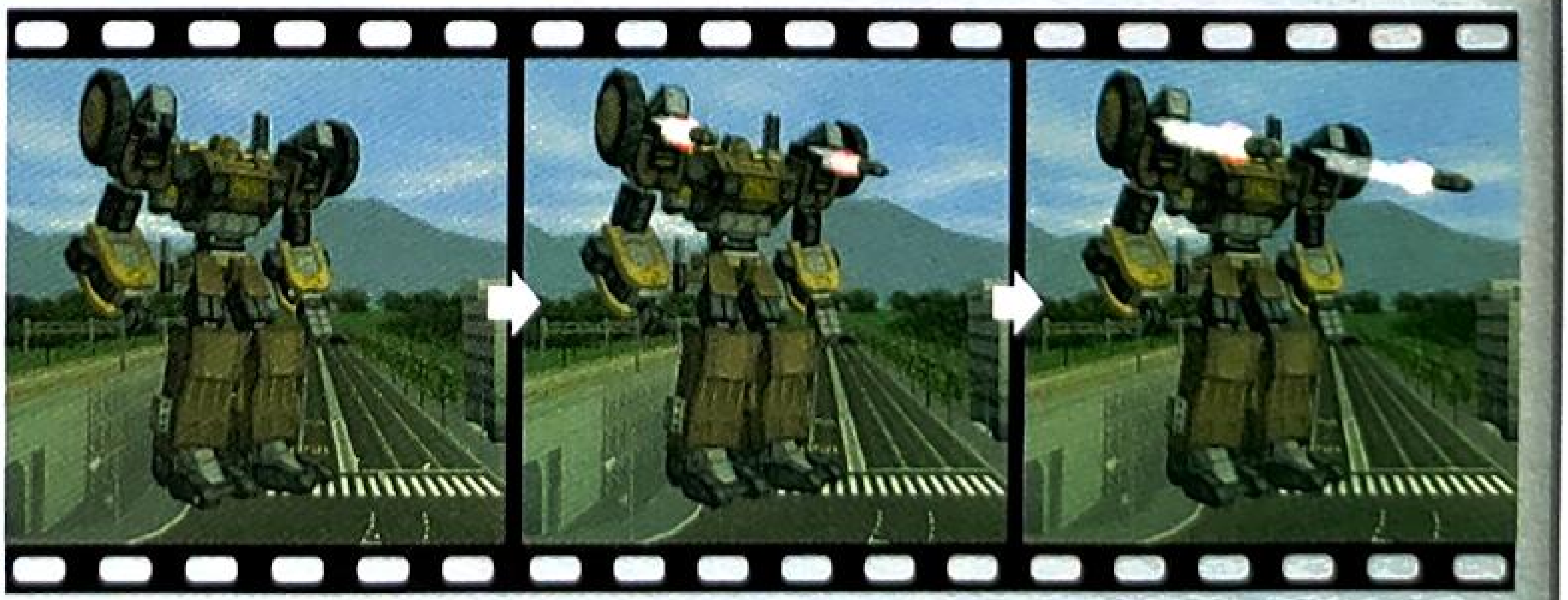
▲At the same time as retracting both fists, it equips the giant knuckle guard "Great Hammer 'Shinkai'".

shoulder missile

● button + ● button

Offensive power	Attack speed	Number of loaded bullets	"Down effect"
55×2	Slow 4-6-8-10-12-14		×
Required EN/number of bullets	Acquisition conditions		
Number of bullets 2	none		

A technique in which one missile is fired from each shoulder. It has the ability to home in on the enemy to a certain extent, and after being fired, it moves towards the enemy in a gentle curve. There is a high probability of hitting the target unless it hits an obstacle or is too close to the enemy for the missile to home in. It is usually fired diagonally downwards, but if you move your hips and fire diagonally upwards, it is less likely to be blocked by obstacles.



▲Missiles are fired simultaneously from the missile launchers on both shoulders, homing in on the enemy.

---

*3: New weapons will need to be developed for the 40mm and 50mm cannons.

*4: The data is the maximum attack power after spreading, and the attack power before spreading is 100. *5: Can only be obtained if you select Grang as your initial robot.

Grangu's unique skills

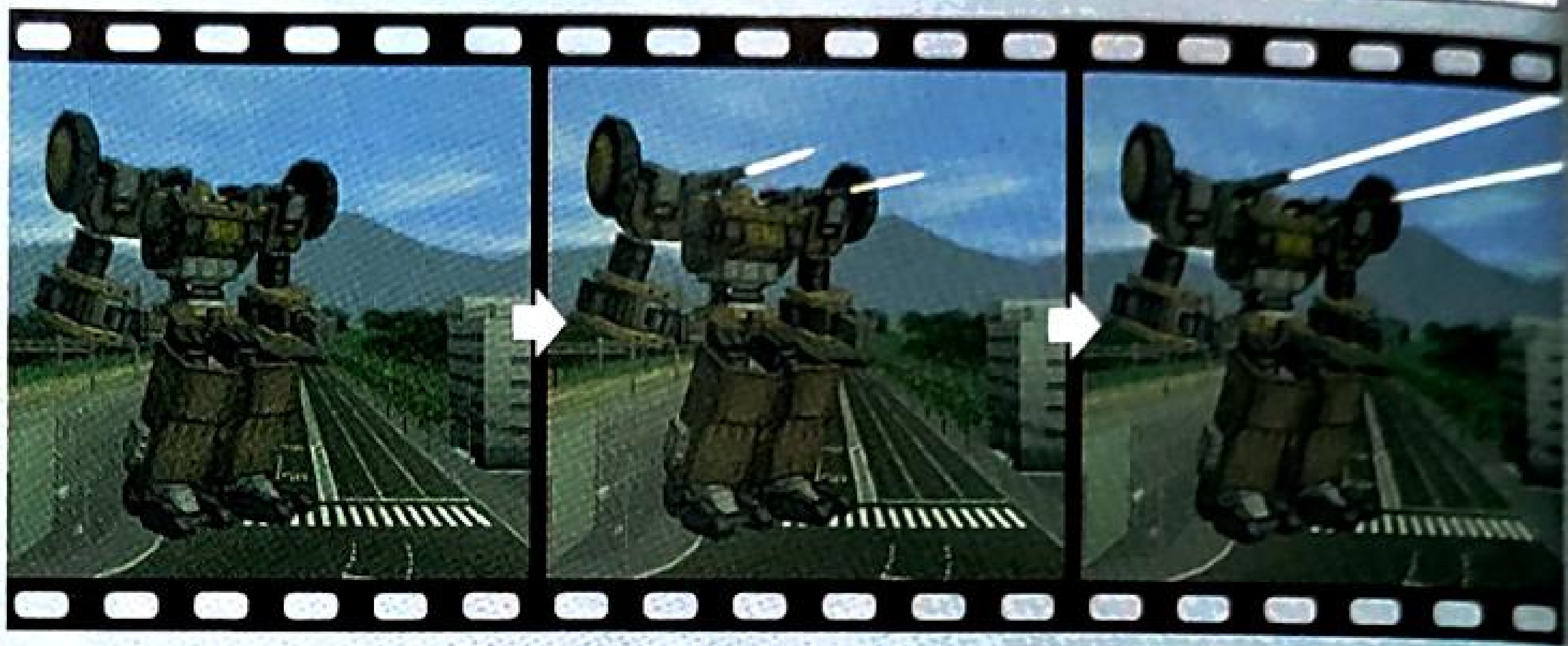
Gaia Buster

When in the red zone, after ground charge button

data

Offensive power	Attack speed	Number of loaded bullets	down
270	slow	–	○
Required EN/Number of bullets	Acquisition conditions		
EN300	none		

It fires two penetrating particle beams at the same time. While it has the advantage of a wide hitbox and being easy to hit enemies with, it consumes a lot of energy but has little attack power, making it less user-friendly. Also, for Grang, who is inefficient at storing energy, the fact that it cannot be used casually is another reason why it is difficult to use.



▲Two large cannons on the back are aimed forward and fire particle beams in a straight line.

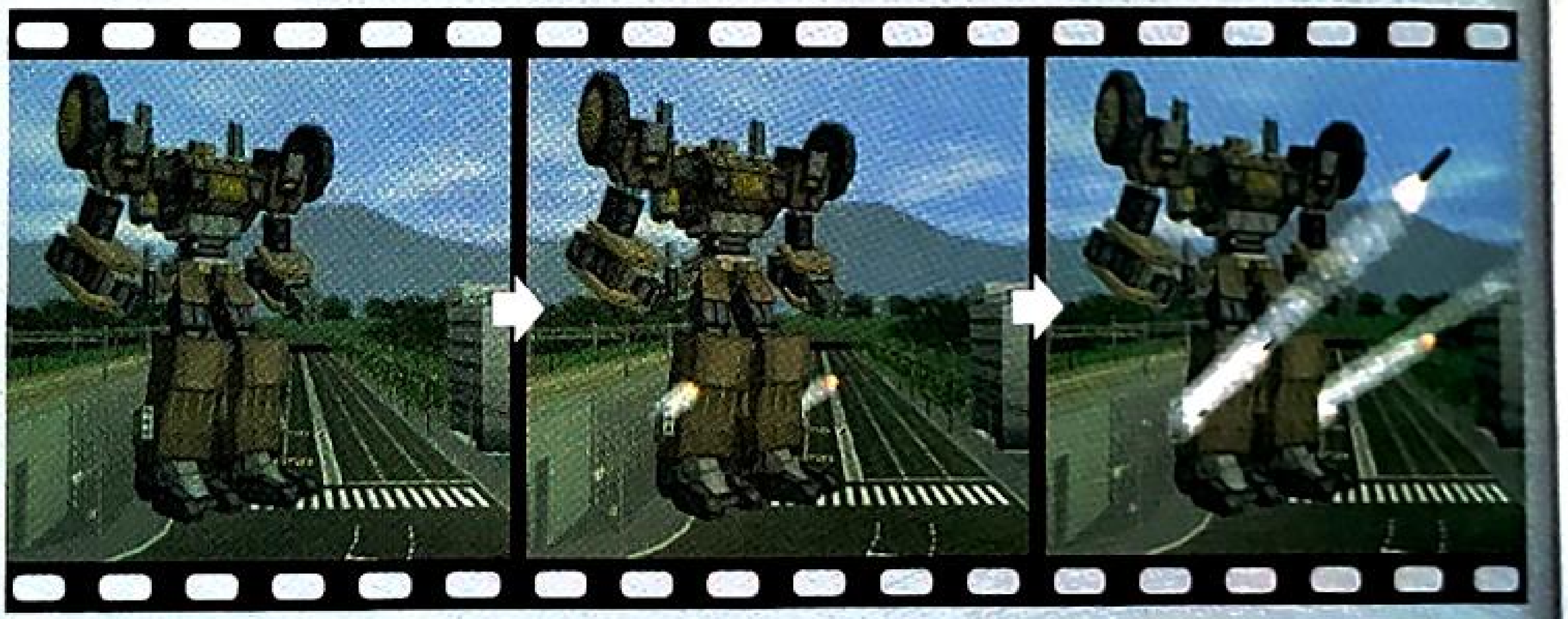
leg missile

● button after grand charge

data

Offensive power	attack speed	Number of loaded bullets	down effect
40×6	slow	6→12→18→24→30→36	×
Required EN/Number of bullets	Acquisition conditions		
Number of bullets: 6	none		

This technique fires a total of six missiles from the feet, and has the same homing ability as the "Shoulder Missile." The missiles fired fly in a curved path towards the enemy. The attack power of each shot is lower than the "Shoulder Missile," but since it is fired in greater numbers, it deals more damage overall. Its biggest drawback is the lack of ammunition, so modifications to increase ammunition are essential.



▲Three missiles are fired one after another from the missile launchers on both feet.

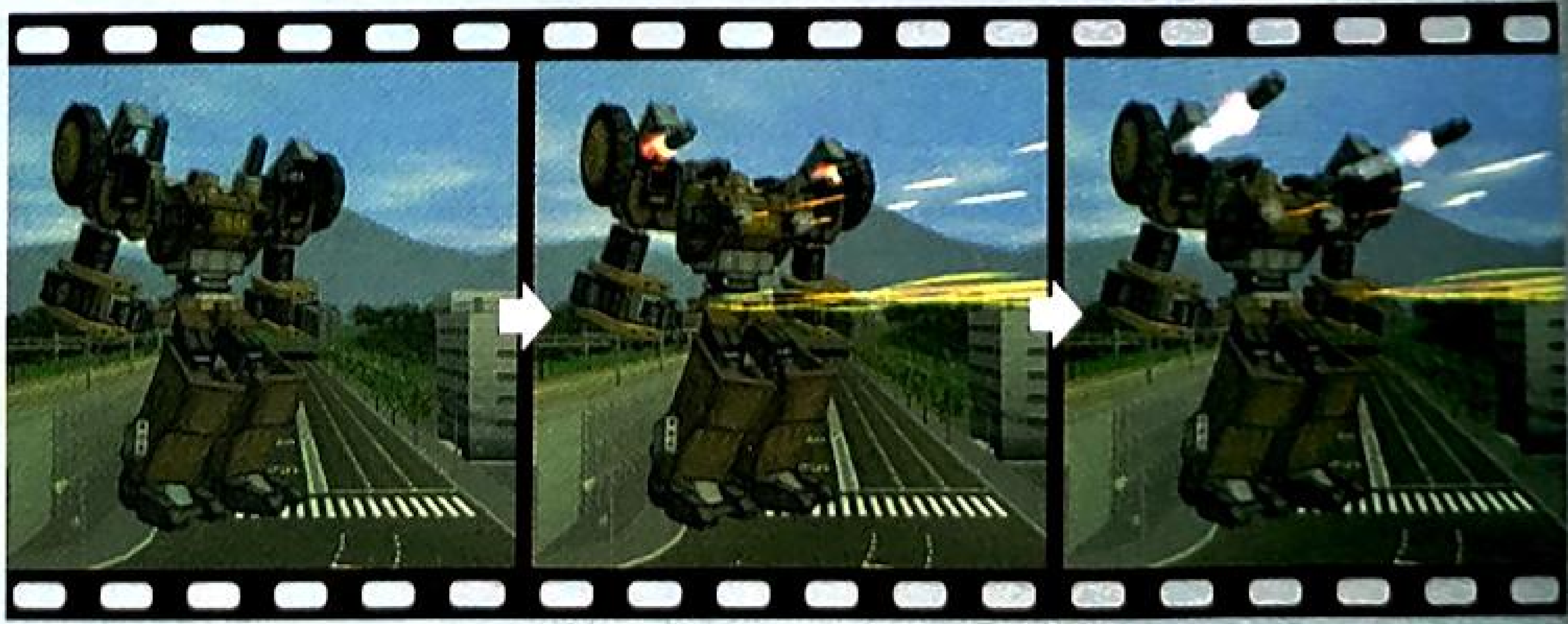
Full bullet firing

When fully charged, after ground charge, button + button

デー

Offensive power	Attack speed	Number of loaded bullets	down effect
*1	slow	*3	○
Required EN/Number of bullets	Acquisition conditions		
*2	Developed "All Bullets Fire"		

A flashy technique that fires almost all ranged weapons at once. The ammunition required to use the technique is 600 "Vulcan" rounds, 4 "Shoulder Missiles", and 6 "Leg Missiles", as well as optical weapons such as 4 "Proton Beams" and "Gaia Busters". The attack power is added up by the number of bullets that hit, so a direct hit will cause great damage.



▲ Fire all ranged weapons other than the Detonator and Gaia Axe simultaneously.

---

*1: The maximum attack power when all bullets hit is 1626 (66 + 330 + 480 + 270 + 480).

*2: EN300 & ammunition (Vulcan 600, Shoulder Missile 4, Leg Missile 6).

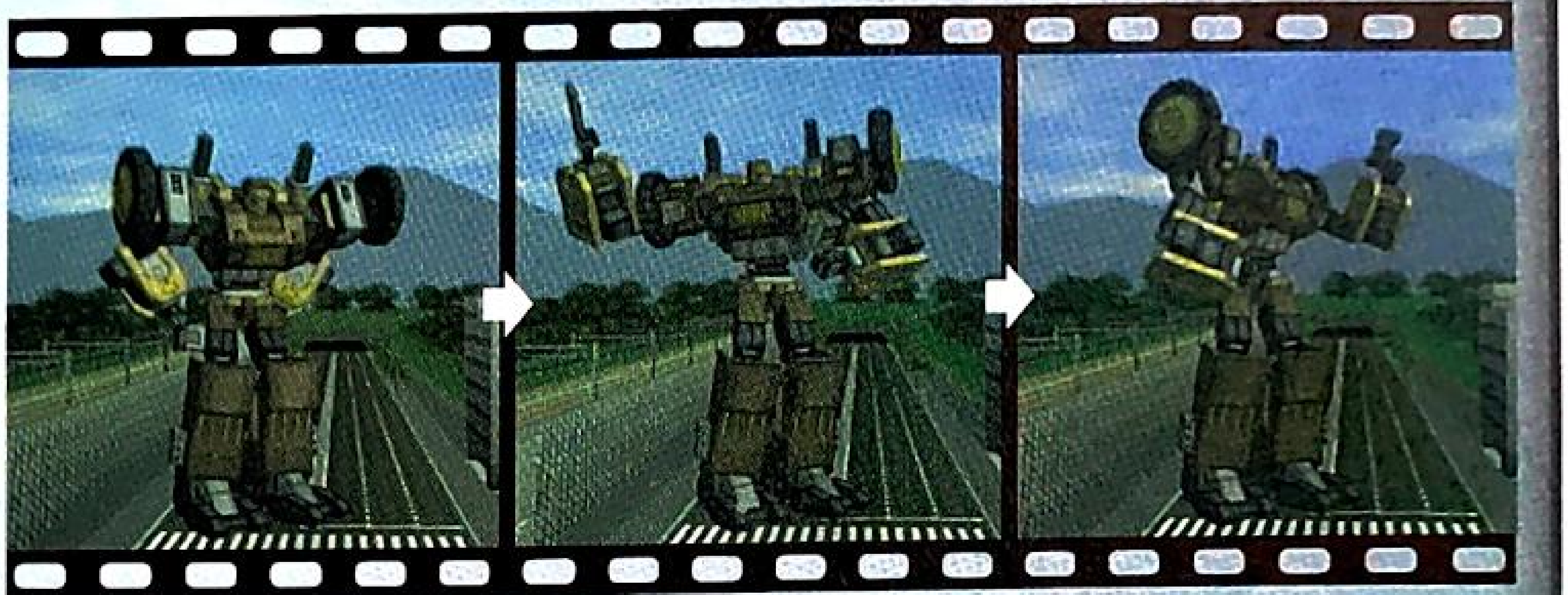
Gaia Ax

After ground charge, push the L and R sticks up at the same time

data

Offensive power	Attack speed	Number of loaded bullets	down effect
400×2	slow	—	○
Required EN/number of bullets	Acquisition conditions		
—	Developed "Gaia Axe"		

This technique splits a small cannon that fires a "proton beam" into two pieces and throws them as axes. The cannon disappears after use, so it can only be used once. Naturally, techniques fired from the cannon, such as "proton beam" and "fire all shots," become unusable. As expected, it consumes no energy and has high attack power, despite the high risk involved. Use it as a trump card.



▲The cannon on the back of the waist is separated into two axes, which are held in each hand and thrown forward, first to the right and then to the left.

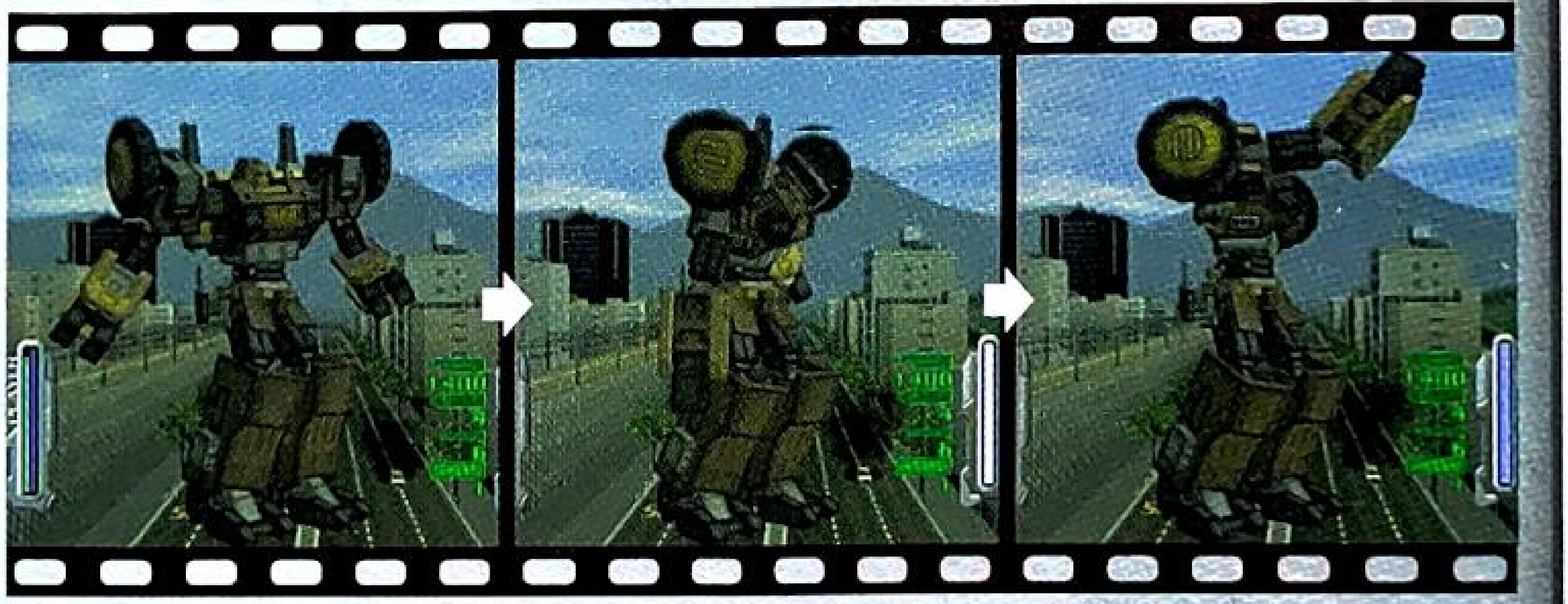
iron task

While equipped with the God Breaking equipment, push the L or R stick from the bottom through the inside and up

data

Offensive power	attack speed	Number of loaded bullets	down effect
700	slow	—	○
*Required EN/Number of bullets	Acquisition conditions		
EN25	Developed "Iron Tusk" (※4)		

A powerful uppercut with tremendous attack power that launches enemies it hits high into the sky. It can only be used when "Shinkai Mode" is used and the "Great Activation" is used and the "Great Hammer "Shinkai"" is equipped. Despite being a powerful move, it does not require a ground charge, so there are many chances to hit it. However, since the command is the same as the uppercut, the basic move Uppercut cannot be used in this state.



▲The motion is almost the same as the basic uppercut. The difference is that the swing is a little slower.

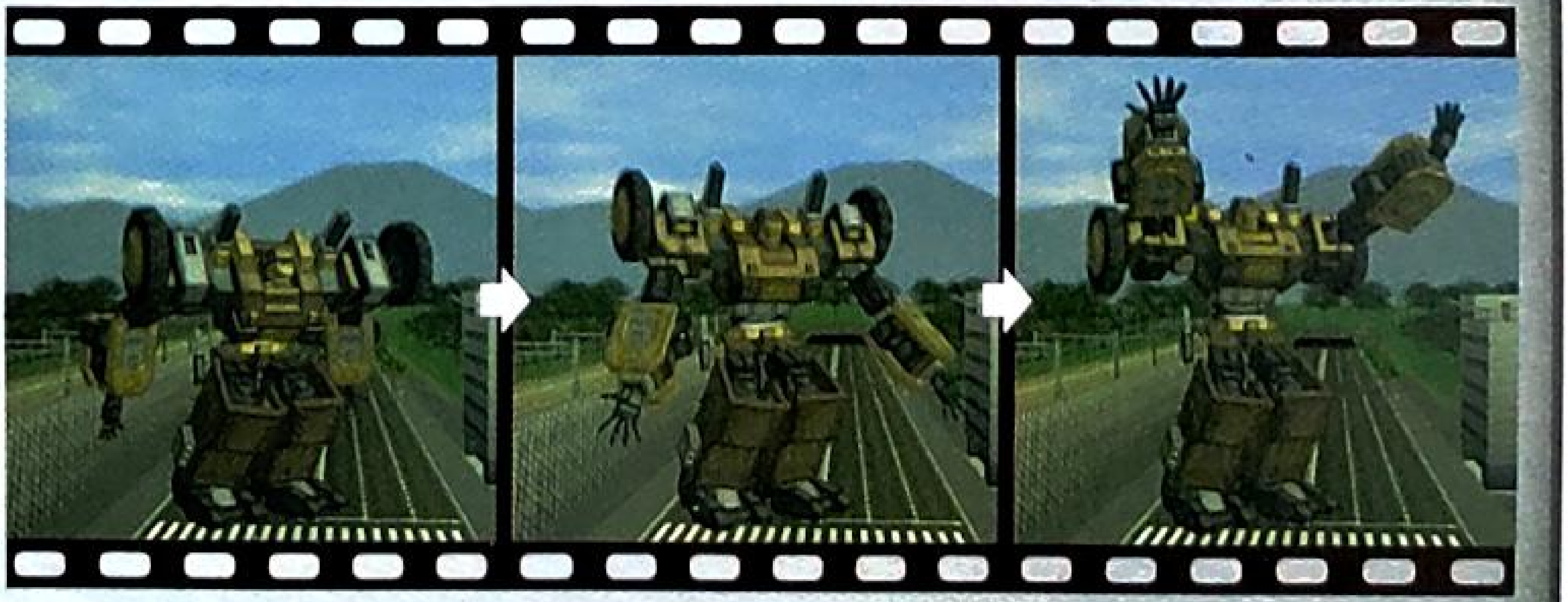
gravity zero

While crouching, push the L and R sticks up at the same time

data

Offensive power	attack speed	Number of loaded bullets	down effect
75×2	slow	—	○
Required EN/number of bullets	Acquisition conditions		
—	"Gravity Zero" developed		

A technique that uses both hands to scoop up an enemy into the air. The enemy that is hit is sent flying almost straight up, then falls in front of Grang. At this point, you can aim for an air combo (see page 34). If you include follow-up attacks, even a single hit can cause considerable damage. However, since you must crouch before performing this move and the reach is very short, it is a little difficult to use in actual combat.



▲An attack in which you crouch and throw the enemy over your head with the palms of both hands.

---

*3:Same as 30, 40, 50mm cannons, shoulder missiles, and leg missiles.

*4: Can only be developed after episode 40 if you select Grang as your initial robot.

target people · Robot that becomes enemy of machine man

In this game, there are many enemy robots that you will fight against the robots. Here we will introduce the characteristics of the 16 robots in total, including the 14 Volgaras, the space creature Dantalion, and the fourth robot, Valdor.

There are various types of robots.

the fourth robot.
Dollar also appears as an enemy. Val,

◎ Can be used in VS mode

In VS mode, players can freely choose any robot that appeared as an enemy in Story mode and pit them against each other. However, to use all of the robots, players must clear Story mode and fulfill the conditions for using each robot (see the table on the right). Note that some adjustments have been made to VS mode, such as the inability to use Phantom Defense and fixed robot durability.

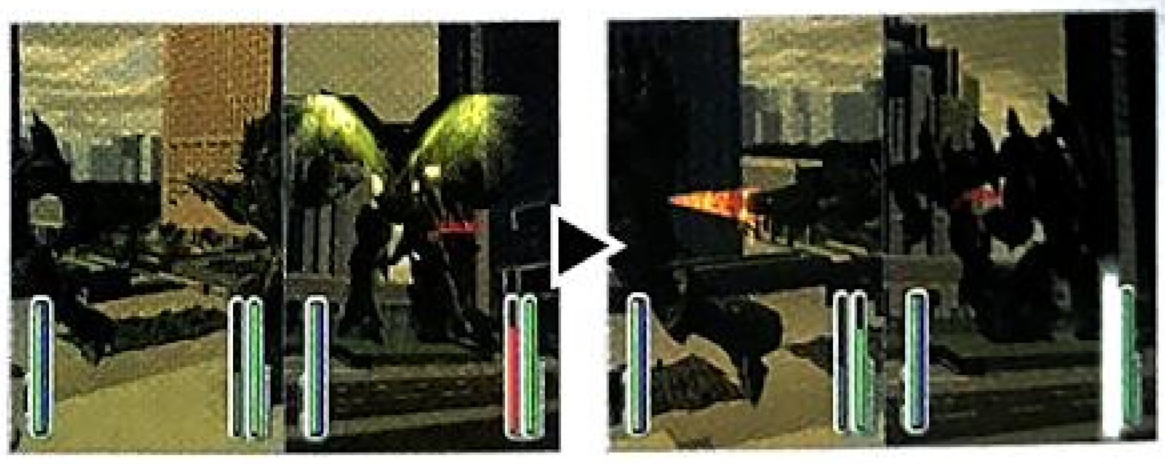
even if you are in Story Mode.
You can attack normally

>>>Enemy robot data

enemy name	Terms of use	Durability
laborer	*From the beginning	1000
Drill Laborer	"Clear episode 5	1100
Fire Laborer	Clear episode 10	1000
siren	"Clear episode 29	1000
Harrier	"Clear episode 7	1250
Cyclone Harrier	Clear episode 11	1100
Harrier 2	"Clear episode 16	1400
guardian	"Clear episode 40	1000
centurion	"Clear episode 19	1100
"Space Creature Dantalion"	Clear episode 39	1000
Rock Cave God Barrow	Clear episode 41	1300
Genshin Four	"Clear episode 42	1250
Fujin Fuga	Clear episode 47	1300
Dark God Blow	Clear episode 50	1250
Doomsday Weapon Asmodeus	"Clear Episode 53 (Naoto or Ryo)	1500
Valdre	"Clear Episode 53 (Yui)	1000

Volgara's special technique

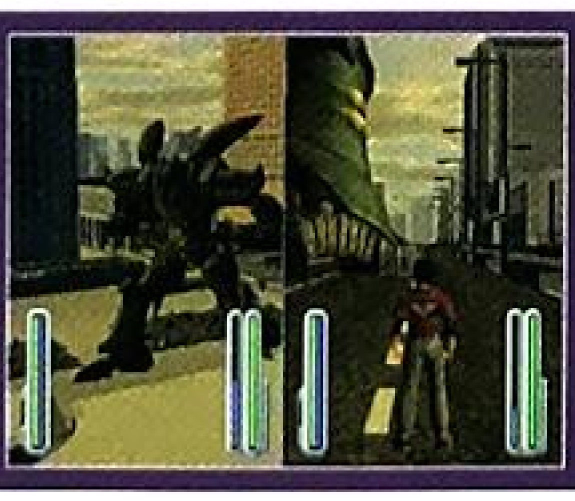
Among the techniques used by Volgara, there are some that have special effects that the robots don't have. Many of these are common to all Volgara, and are extremely useful in VS mode. Be sure to remember them.



Charge to Volgara,
techniques. From the End
You can use various

>>>Mysterious sounds

Emits a strange sound and increases energy by 50. When used in conjunction with Stomp (see page 33), energy accumulates more quickly.



Sound."
while using "Mysterious
It is possible to move

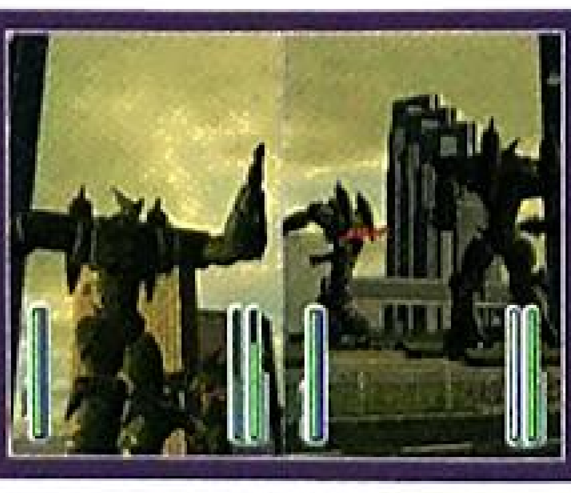
>>> Vanishing

Consumes 50 energy and warps you into the sky near the enemy. If used properly, this is a useful technique that can completely dodge enemy attacks.

the air without any defenses until it lands.
equipped with the weapon. Then, it warps into
The weak point is that it is not

>>>Poise

It makes a strange noise and assumes a karate-like pose, but despite its suggestive movements, it has no effect.



able to act while using the skill.
will be defenseless and will not be
It is meaningless to do so. You

>>>bark

The user roars loudly while twisting their upper body. When used, energy increases by 50, but they cannot move during the technique.

move during the technique.
the drawback that you cannot
It is a technique, but it has

Volgara's vanguard, Rayvalar, who wishes for the annihilation

# of humanity

series

These are the enemy robots that will first cause trouble for the robots. There are four types in total, each with their own unique characteristics: basic, fighting, shooting, and special. They are the common soldiers of the Volgara world and appear most-frequently.

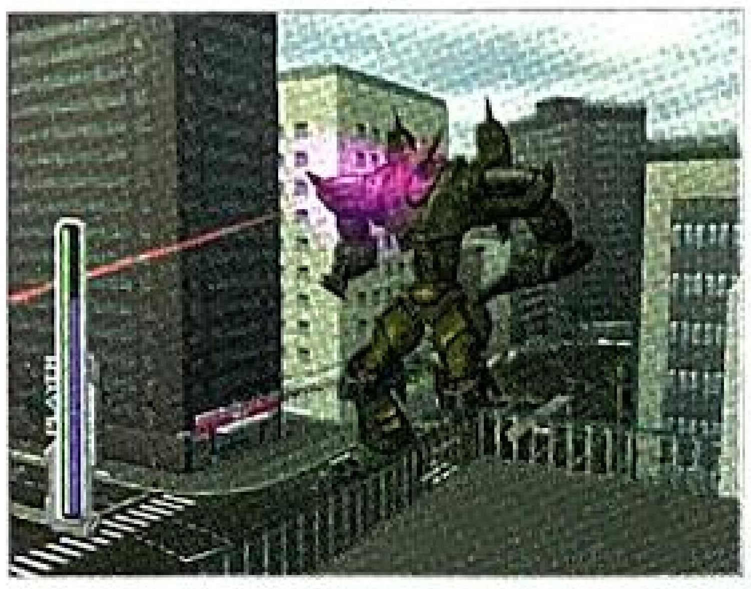
laborer

The most basic enemy robot

This is the first enemy robot the robot will face. It is the most basic type of Volgara, and in addition to various punches, it attacks the robot with two types of mysterious rays.

"Mass-produced robots

descend on the town of Senjo



⬅ Ray" and "Devil's Ray". of mysterious light, "Spite They use two types

Fire Laborer

A long-range attack aircraft with a powerful heat ray

This type of Layvaler has both fists as heat ray launchers. Be sure to avoid the "Heat Beam" that is fired after the attack.

The terrifying heat ray that destroyed Rome!

◆The ``heat beam'' that emits high-temperature beams from the fingertips poses a threat.

Drill Laborer

A close-combat machine with drill hands

This enemy robot has both fists transformed into drills. It is more durable than the Rayvalar and its drill attacks are more powerful, so you'll want to be sure to guard when fighting it.

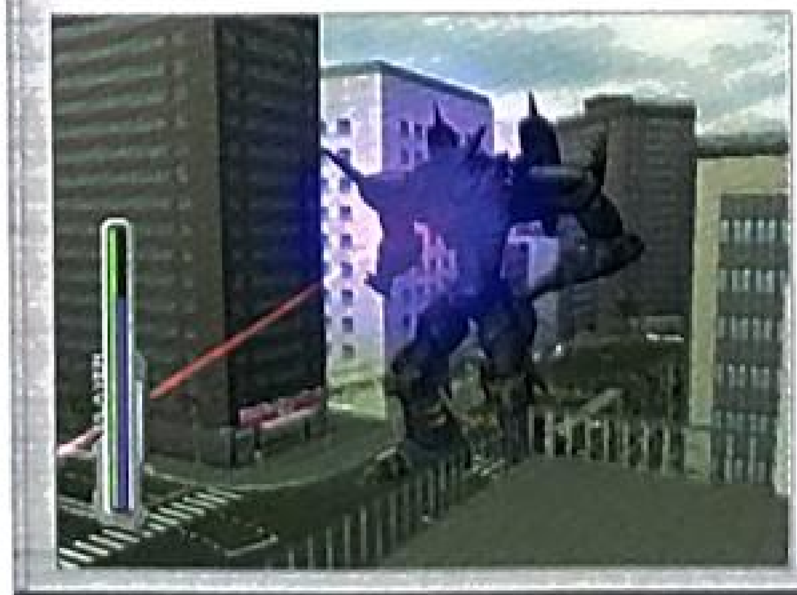
* The powerful "Drill Crypt" he unleashes after his signature pose!

"Penetrates all substances" Deadly drill!!!

siren

Built-in jamming generator

This type of Rayvaler has spikes on both shoulders. The spikes on the shoulders emit special radio waves that disrupt the control of the robot, but their attack power is low, so they can be defeated without much difficulty.



⬅ Ciri's only unique skill, "S ranks. Pite Ray. The weapon is It is the lowest rank among the

to stop the machine man evolved species born

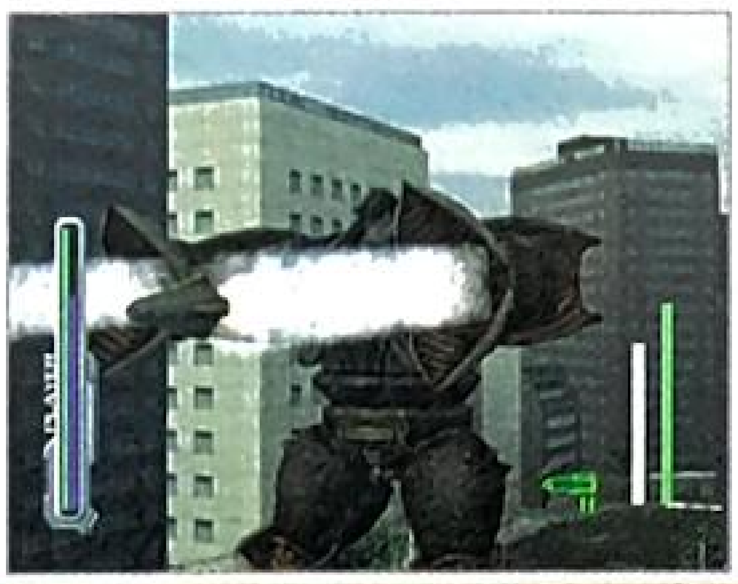
Harrier

A variety of powerful ranged weapons

It fires missiles from its hands, so be careful when it strikes a pose at long range. In close combat, its powerful "Demon Scissors" move spins around and fires a hook.

A heavy-duty mobile artillery battery

equipped with large missiles



⬅from the tip of an open hand.
is a special technique that is launched
"Star Torfedor"

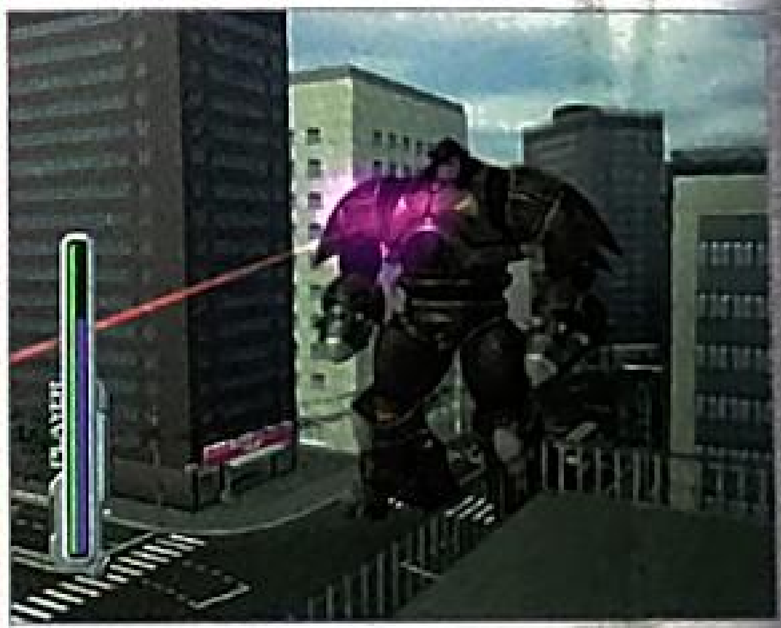
guardian

Simple performance but high combat power

Appearing in episode 40, this powerful enemy corners the robots with its defensive power that makes it completely immune to their attacks. Compared to the Harrier, there are differences in its arm parts.

any attack

An impenetrable defense



◆Its only unique skill is "Devil's Ray," but it has excellent projection speed and attack power.

"Heavyweight robot with

improved combat power

Harrier

series

Compared to the Rayvalar, this series stands out for its enhanced combat capabilities. Its defensive and offensive power are both high, and many of its weapons are unique. While this comes at the cost of reduced mobility, the powerful Phantom System makes up for this sluggishness.

Harrier 2

A highly durable aircraft for close combat

While they are indistinguishable from Harriers in appearance, there are some differences in their abilities. They are formidable opponents with extremely high endurance and unique skills for close combat, but are weak in long-range combat.

◆The "Tempest Spear" that extends from the tip of the hand has high attack power.

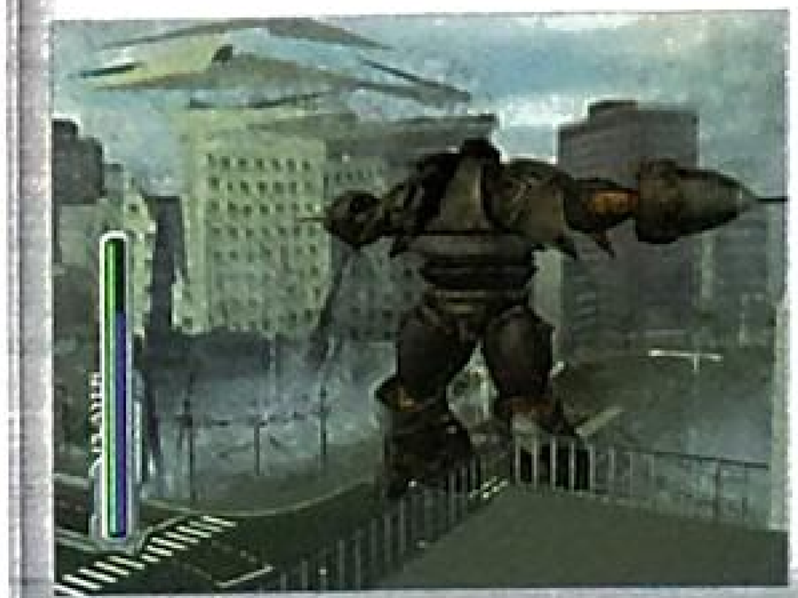
with a huge spear

Crush those who oppose you!

Cyclone Harrier

It's all about the spinning blades!

This Harrier has blade-shaped arms. It cannot use any shooting techniques, but its "Kira Fan" that keeps spinning forever unless it is knocked down is very unique and powerful.



⬅body and use both hands.
slash the enemy. Rotate your upper
"Killer Fan" uses the blade to

A steel typhoon that slices through

anything it touches

it come out!?!? The deadly
Vacuum flying knee kick!!! Will

Rock Cave God Barrow

A machine excellent for close combat

He is the first of the four generals you will face. Although he cannot use ranged attacks, he has a wide variety of techniques for hand-to-hand combat, and his close-combat strength is among the best of the Volgara.

⬅The "Armageddon Knee Kick" is a powerful attack.

Fujin Fuga

A formidable enemy that scatters lepton gas

A troublesome enemy that releases lepton gas by rotating the screws on both shoulders. The unit also has high performance and powerful techniques for both close and long range attacks.

A terrifying deadly gas that
could wipe out humanity

◆Wind Cutter The strength of the "Demonic Boomerang" is its wide attack range.

Genshin Four

Equipped with a perfect Phantom system

By deploying multiple satellite machines, this machine is able to use Phantom Defense against not only shooting techniques but also close combat techniques.

◆There's no need to be afraid of "Twilight Beam" as it has low attack power.

can't even be touched
Absolute defense that

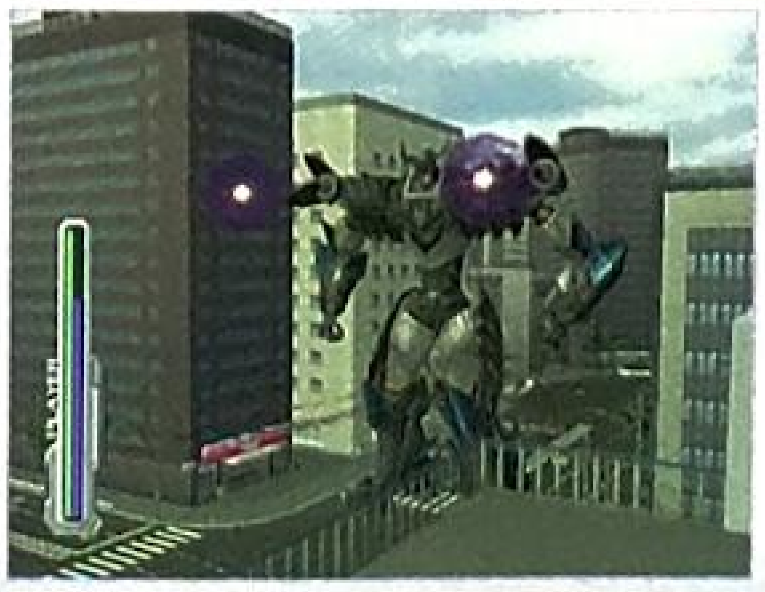
The Four Generals, the ultimate combat aircraft whose seal has been broken

Among the Volgara, the Four Generals (General Machines) are a collection of machines with particularly excellent combat capabilities. Unlike series such as the Rayvalar and Harrier, there is only one of each. Perhaps because of this, they are very unique in both appearance and performance.

Dark God Blow

Contain the enemy with the Gravity Cannon

The final of the Four Generals' machines awaits the robots in the Volgara occupied zone. It's a formidable enemy that repeatedly fires its "Black Hole Cannon," a powerful weapon with low energy consumption.



⬅The main weapon is the "Hole Cannon." The "Black Cannon" flies in and floats in the air.

A jet-black machine that controls a black hole

"Other enemies and unknown life forms that challenge the robots

In addition to the three series introduced so far, there are several other enemies that the robots must fight. These include life forms other than Volgara, making for a rich variety of enemies.

centurion

A combat aircraft with the highest maneuverability

A combat Volgara ranked below the four generals, it torments robots with its swift movements and "Fist Cannon" modeled after Wawel's "Assault Knuckle."

Demon wings that create destruction with glowing particles

⬅"Sera Wings" are fired.
"Cutters of Light from
"Fick Edge". Countless

space creature dantalion

Various space creatures that cannot punch

An alien creature captured in space by Volgara and brought to Earth. It is completely unable to attack with its arms, and can only use very primitive attacks such as ramming and biting.

◆A terrifying enemy that burns down cities with its "fire breath."

A scorching flame that will burn the future of humanity to ashes

Doomsday Weapon Asmodeus

The ultimate and final life form that will reduce everything to nothing

This is the ultimate weapon that Volgara sends out when it senses a dire threat. Two types of ether cannons are fired in a barrage using an inexhaustible supply of energy, demonstrating tremendous power worthy of being called the final enemy.

Boasts super attack power ether cannon

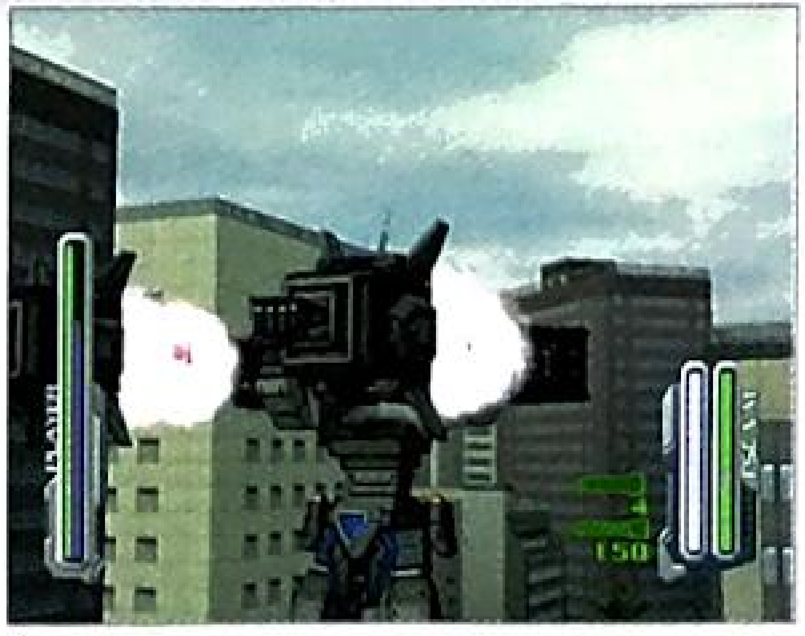
⬅target.
Blaster" is fired in front of the
Ether cannon "Ene

◆"End Burst" fires a large number of "End Blasters" radially.

Valdre

Same performance as Wawel

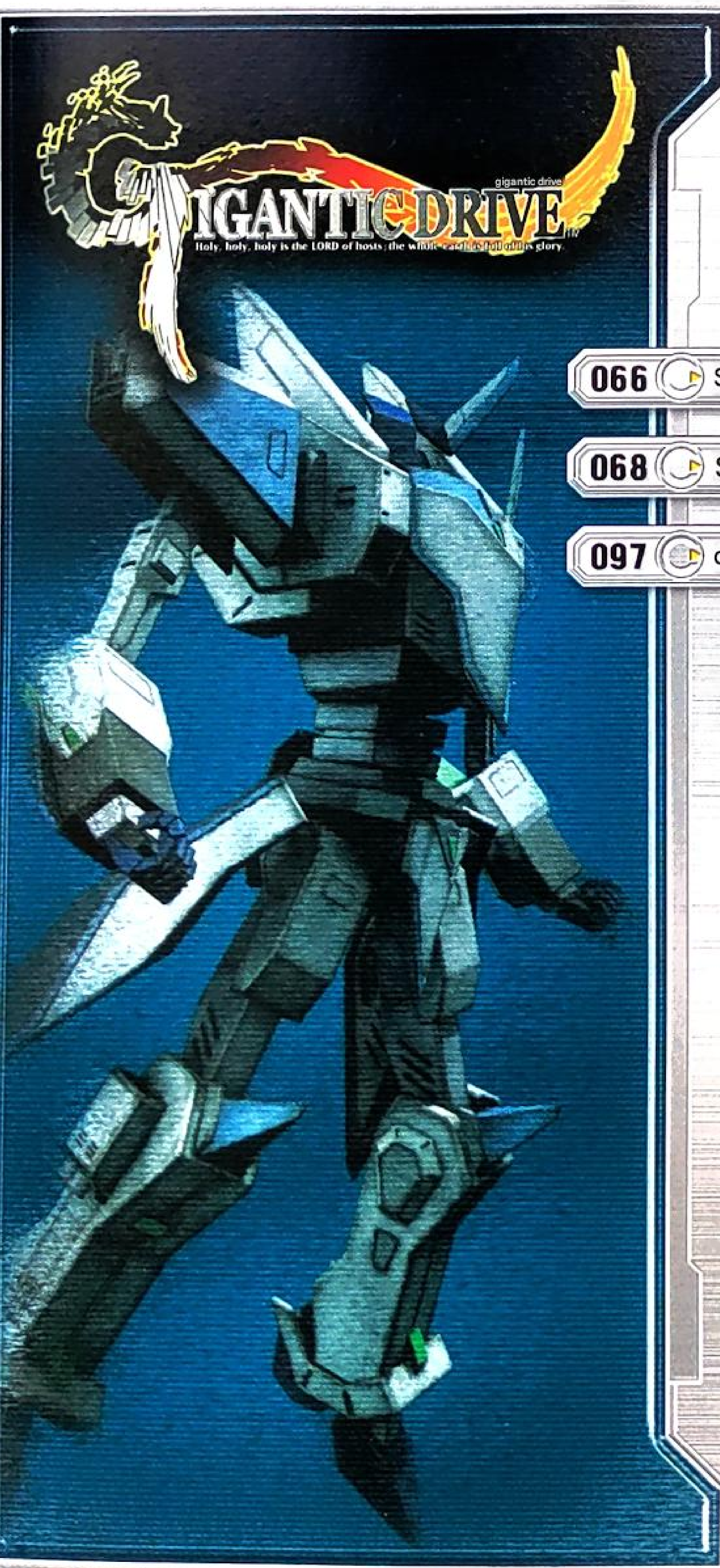
Just when you think it has saved the protagonist from danger, it suddenly challenges you to a fight. Its abilities are basically the same as Wawel, but it never seems to run out of energy and can repeatedly fire "Assault Knuckles." Its appearance differs from Wavel's in the shape of its head and its power ring.



◆When he appears as an enemy, he becomes a threat with a barrage of "Assault Knuckles."

Enemy or Friend? The Fourth Black Robot

>>> Story walkthrough & various data


gigantic drive
GIGANTIC DRIVE
Holy, holy, holy is the LORD of hosts; the whole earth is full of his glory.

066 Story strategy tips
068 Story strategy
097 data

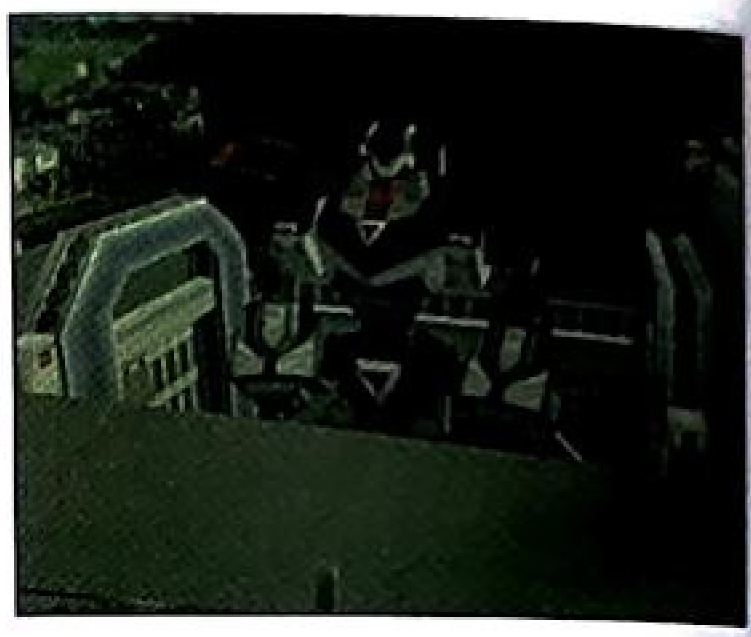
Story strategy tips

This guide to story mode explains the conditions and details of the small elements related to story mode. In particular, the order in which missions branch and weapons modifications should be prioritized is explained.

Before you begin the story mode, you should remember the following. We will also explain the basic actions of the protagonist and robots when fighting enemies.

1. About the branching of the story

Depending on which robot you select at the beginning, the story will branch off along the way. There are three branching points: Episodes 15, 18, and 19. The story you will play when you first select each robot is as follows. Once you start with any robot and finish Episode 19, you も、 will be able to use the robot you did not select at the beginning, and you can then proceed with missions with any robot you like.



◆◆Although the order in which the robots are added will be different, the situation will be the same as it is in the 20th episode.

Story branching based on initial selection

	Wawel	Lyall	grung
Episode 15	one who runs on the earth	one who runs on the earth	protector of the sky
Episode 18	protector of the sky	The One and Only Perfect Robot, Part 1	The One and Only Perfect Robot, Part 1
Episode 19	centurion	The only perfect machine Part 2	The only perfect machine Part 2

2. Modification priority

From the end of episode 8, you will be able to modify the robots and the protagonist. There are many items that can be modified, so it can be hard to know where to start, but if you want to progress through the story efficiently, you should prioritize modifying the protagonist's weapons first. The robots can fight without much trouble even if they are not modified until the middle of the story, so you can leave modifications for later. The importance of modifications is shown on the right. Use this as a reference to think about the order in which you should modify them.

Importance of modification

- High protagonist: Booster type
- Protagonist: Grenade
- Main character: Drive type
- Main character: Shield type
- Machineman: Armed
- Machinist: Armor
- Low-level robot: Ammo

3.About game over

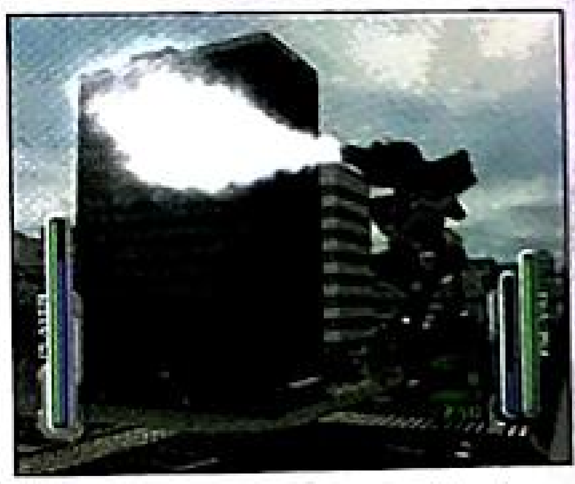
Game over conditions include the protagonist running out of stamina, the robot being defeated, and the collapse of an important building. Examples of special game overs are listed below for reference.

⬅ Characters may also be involved.

Example of game over condition
Episode 31: Before Volgara appears, Nanaho's part-time job, Otawara Shoji, is destroyed.
Episode 48: Destroy the BNN helicopter carrying Banbara
Episode 52: If a certain number of Volgara Plants are not destroyed

4.Added weapons

As you progress through the story, weapons may be added along the way. The types of weapons that are added and the conditions for adding them are listed below. Since weapons are often added to the initially selected robot, the performance of the initially selected robot and robots added later on will differ slightly, even if they are the same robot.



◆The Frost Beam used in the event is a special weapon.

List of weapons added along the way

	Weapon name added
Episode 3	"Volcanic Mode" added to Wawel (※1)
Episode 4	"Drill Gear" and "Pyro Burner" have been added to Wavel (※1)
Episode 4	"Torpedo Bomber" and "Torpedo Cannon" have been added to Lyall (※1)
Episode 4	"Storm Hammer" and "Detonator" have been added to Grang (※1)
Episode 14	For this mission only, the robot's left arm is changed to "Frost Beam"
Episode 19	"Genesis Mode" added to Wawel for this mission only
Episode 26	"Hand Grenade" added only in this mission (※2)
Episode 27	"Nova Grenade" added only in this mission (※3)
Episode 38	"Genesis Mode" added to Wawel
Episode 40	"Genesis Cry" added to Wawel (※1)
Episode 40	"Kaminagi Mode" added to Lyall (※1)
Episode 40	"Godbreak Mode" has been added to Grang (※1)

*1: Weapons are added only if you select the target robot as the initial robot. However, in Episode 3, you must trigger the "Volcanic Mode" event.

*2: If the protagonist does not have a grenade, the first level grenade can be used for that mission only. *3: If the protagonist already has a grenade, it will revert to the original grenade after clearing the mission. If the protagonist does not have a grenade, the "Hand Grenade" can be used from this point onwards.

"Basic actions of the protagonist and robot in battle

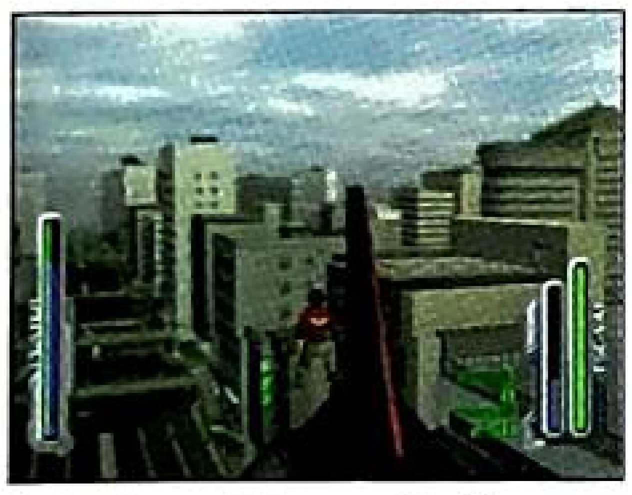
After the enemy appears, the actions of the protagonist and the robot's fighting style become important. However, if you act poorly, you may be attacked unilaterally, cause great damage to the city, or in the worst case scenario, end the game. To prevent this from happening, we will explain how to control the main character at the start of a battle, the basic flow of the battle until you defeat the enemy, and the key points to keep in mind.

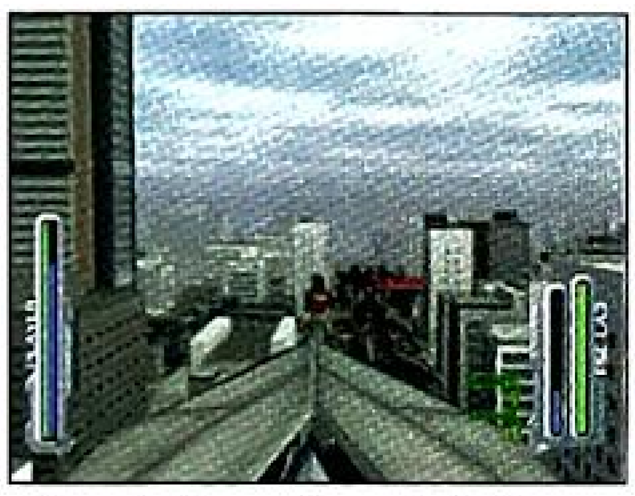
Main character's basic behavior pattern

The flow of battle can be roughly divided into two parts: movement until approaching the enemy, and combat while controlling the robot. Here we will explain the process up to **まず、** approaching the enemy. When approaching the enemy, there are three important things: moving the robot, securing a place to control the robot, and finding a clear view where you can easily check the situation. The basic order is to proceed in the order of ① to ③.

① Ride on the machine and move at the same time

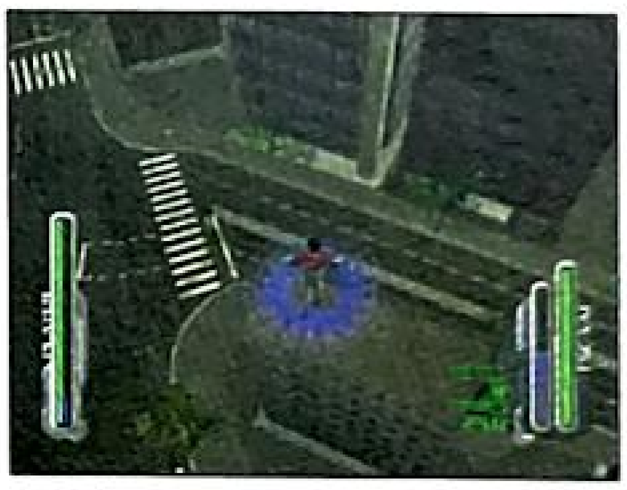
If the enemy is far away, fly the protagonist onto the robot's head and then start moving the robot. This is time-efficient as the protagonist and robot can move together. On the other hand, if an enemy appears close to the robot, move the protagonist to a safe location first.


◆The robot's walking may shift sideways, so if this happens, correct the direction.


⬆Use Lyall and Grang in fortress mode and climb on top.

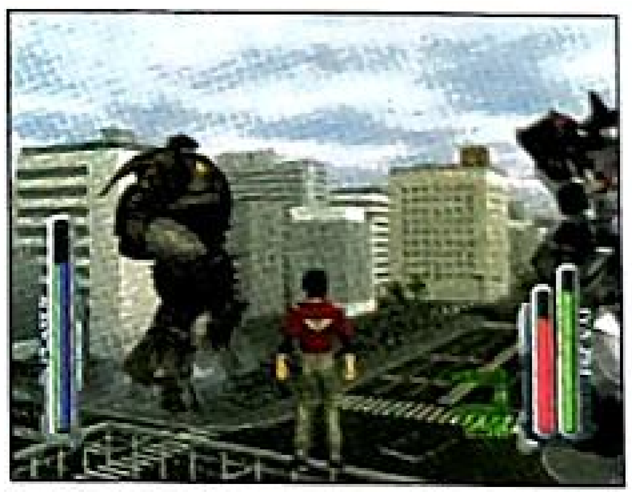
② Once you get close, get on top of a tall building

Once you have approached the enemy to a certain extent, switch to the main character and move from above the robot's head to a nearby tall building. When doing so, it is best to choose a building that is in a position where the enemy is not hidden from view, but where you will not be caught up in the battle between the robot and the enemy.


⬆If there are multiple tall buildings, move to the one that is closest to the road.

3. Find a good vantage point and operate the robot

Once you've moved to the roof of a building, before controlling your robot, find a place that will give you an easy grasp of the battle situation and make it easier to control your robot. In most cases, this will be the corner of a building or a high spot on the roof of a building. In either case, make subtle adjustments to your viewpoint.

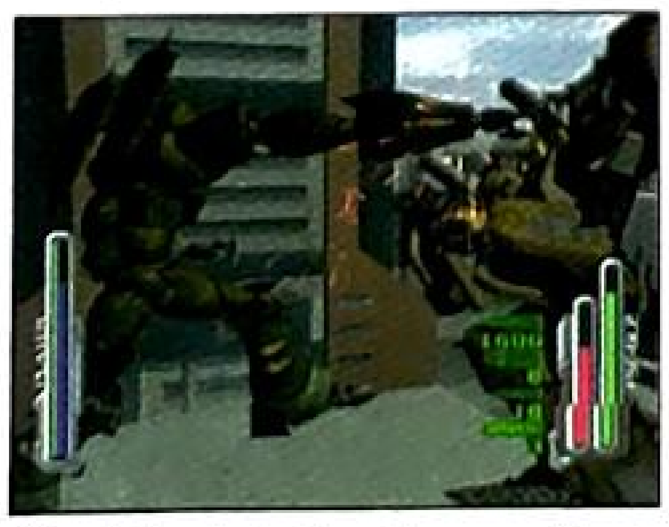

⬆If the fence on the roof is in the way, jump onto it.

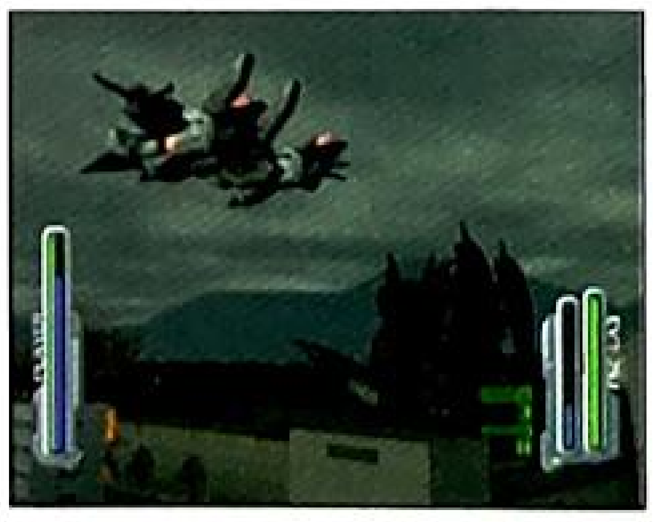
Determining the battle location and basic attacks

Once you've placed your main character, you'll move on to fighting enemies. What's important during battle is understanding the enemy's actions, deciding where to fight based on that, and using the best attack for the situation. We'll explain these in detail here.

① Understand enemy movements and decide where to fight

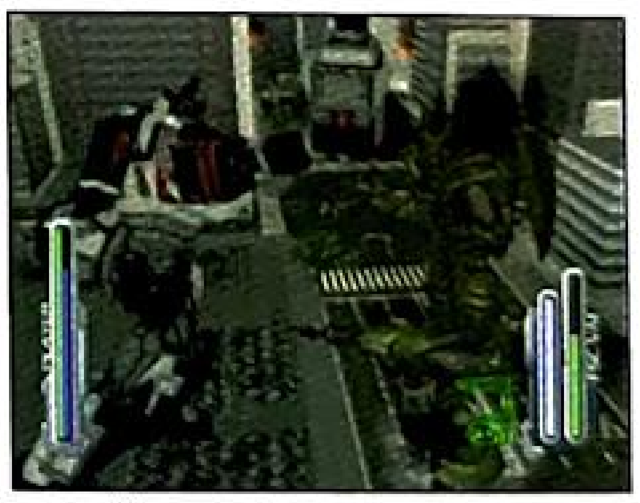
Enemy behavior patterns can be broadly divided into two types. One is when they try to destroy important buildings or buildings related to rewards. To counter this, it's best to fight a little away from important buildings. The second is when they target robots or the main character. In this case, it's safe to fight near the launch gates. If you remember these two points, you'll have a good idea of where the battles will be and won't get confused in each mission.


◆If you let the robot get close, the enemy will almost certainly target the robot.


⬆By luring the enemy, you can change the location of the battle.

② Launch attacks according to the location and situation of the battle

Among the attacks of the robots, the basic techniques used in close combat are the main source of damage. Below we have summarized how to use them, so please refer to them. In order to limit damage to the city and obtain rewards (from episode 8 onwards), it is important to use them according to the situation.


⬆Use different basic techniques depending on the enemy's condition and position.

Basic Technique Performance and Usage	
jab	Its strength is low and it won't knock down the enemy. Even if there are buildings nearby, it won't cause much damage.
straight	It can send the enemy flying far backwards. It's best to check the buildings behind the enemy before using it. It stays in the air
upper	for a long time after hitting, making it easy to use other techniques or follow-up attacks afterwards. It deals great damage. You can expect.
chop	It knocks down enemies on the spot, so it doesn't cause much damage to surrounding buildings. It can also be used as a finishing blow.
hook	A punch that comes from the outside. A right hook will send the opponent flying to the left, and a left hook will send the opponent flying to the right.
back fist	Blows enemies outward. It has the same attack range as the hook, so it's best used when the enemy is slightly to the side rather than in front.

Complete the entire story with flowcharts!

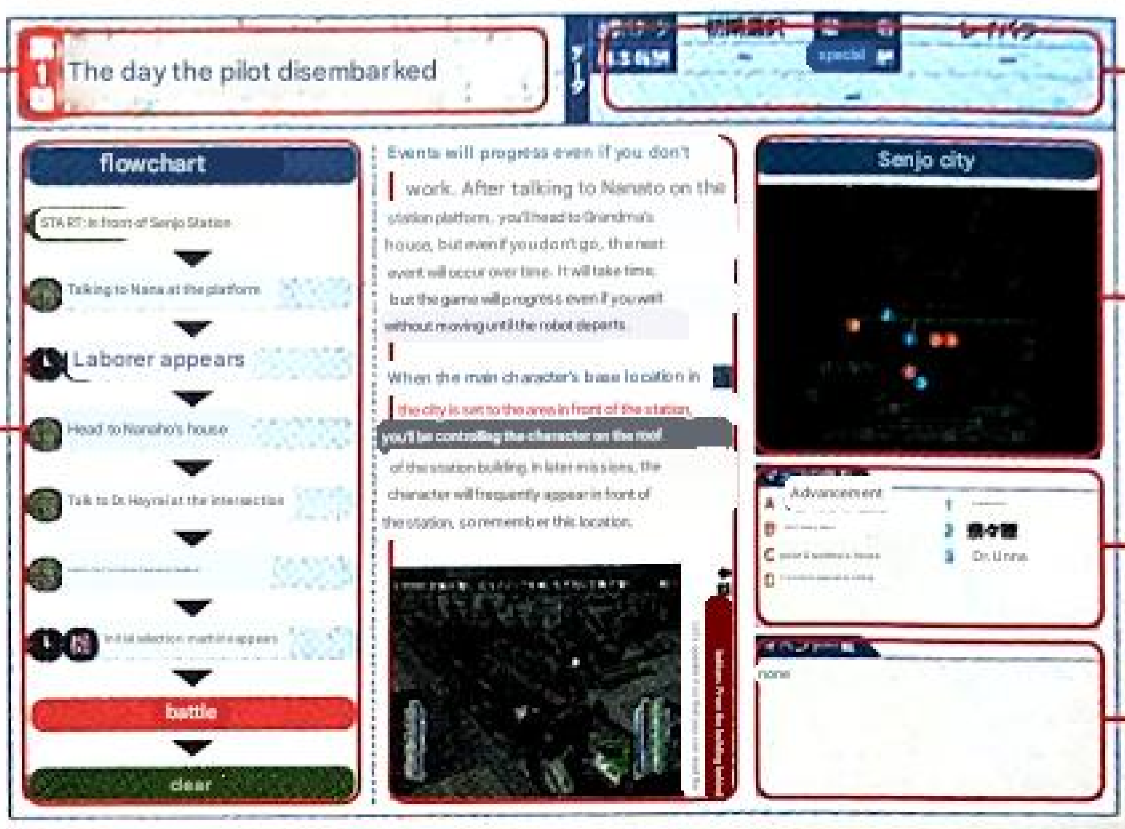
Story strategy

To progress through the story, various events must occur. From here, we will create a flowchart of events from the time the protagonist becomes able to act until the mission is completed, and will guide you through all 53 episodes.

It's been a really long time. Can we take it easy today?

◀The basic robot is V. No matter which main character you choose, Avel. The other two are OK too. There is no big change in the story.

How to read the story strategy page



❶ Number of episodes and title

List the episode number and its title.

❷ Mission data

Machine appearance pattern, total amount of special rewards

Mission related data. Flowchart

❸

Event chat from start to finish

● indicates an event that occurs at a certain time, ● indicates an event that requires action, ● indicates the appearance of an enemy, 機 indicates the launch of the robot.

❹ Points during the mission

We will explain events to watch out for during missions and tips for combat.

❺ map

The map used for the mission is posted. How to

❻ read the map

This shows important people and buildings that appear in the game. Numbers and letters correspond to those on the map.

❼ Event list

Details about point-changing events.

Episode 1 The day the pilot disembarked

data			
Deployment pattern	initial selection	enemy name	laborer
Basic remuneration	—	special reward	—
	—		

flowchart

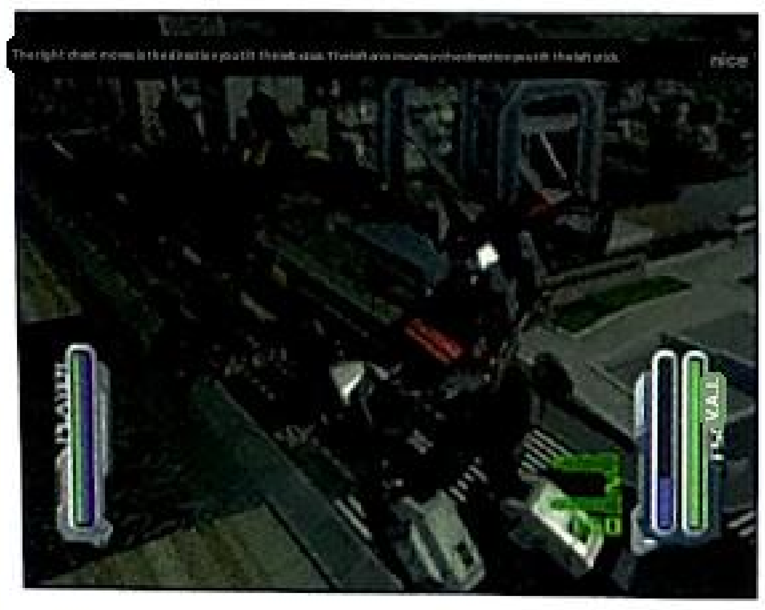
- START Minamisenjo Station
- ▼
- Talking with Nanaho at the platform
- ▼
- Enemy Laborer appears
- ▼
- Head to Nanaho's house
- ▼
- "Conversation with Professor Horai at the intersection
- ▼
- Head to the Civilization Preservation Foundation
- ▼
- ● The initial selection of robot appears
- ▼
- battle
- ▼
- clear

The event will proceed even if you do not move.

After talking to Nanaho on the station platform, you will head to Grandma's house, but even if you don't go, the next event will occur over time. It will take time, but the story will progress even if you wait without moving until the robot departs.

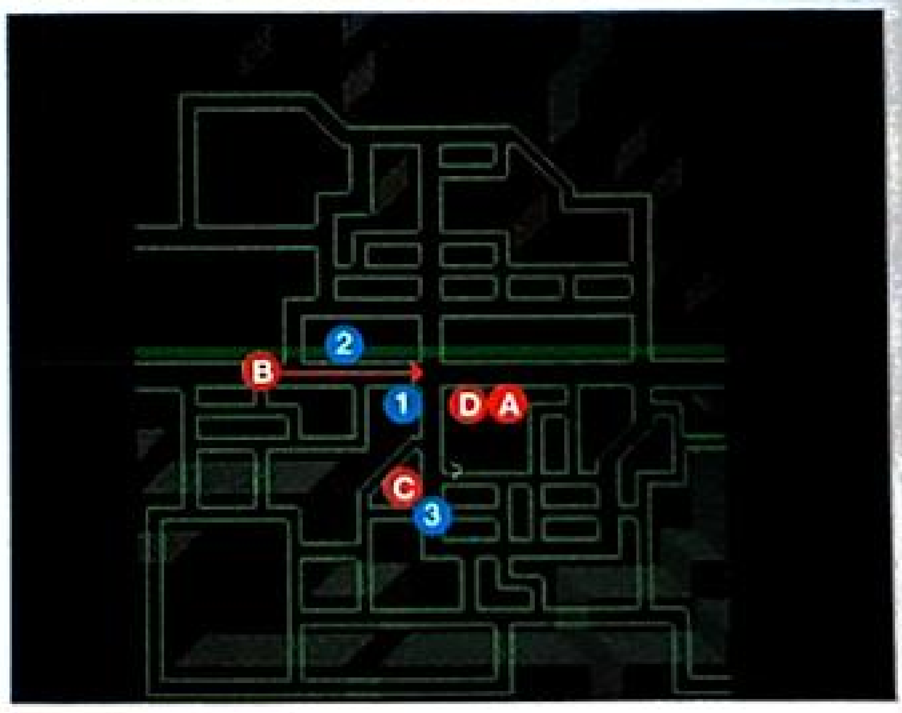
Understand the main character's basic location in the city

When enemies appear around the station, the best place to control your robot is on the roof of the station building. In later missions, enemies will frequently appear in front of the station, so remember this location.



◀building behind the station Try to look down. From the station

Senjo city



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
Ⓒ grandma's house
Ⓓ Civilization Preservation Foundation
❶ main character
❷ Nanaho
❸ Dr. Horai

Event list

none

Episode 2

Fall of the Capital Part 1

data

Deployment pattern	initial selection	enemy name	—
Basic remuneration	—	special reward	—
—			

flowchart

In front of START Civilization Preservation Foundation

▼

Ride on top of the robot to operate it

▼

Go to the movement point

▼

clear

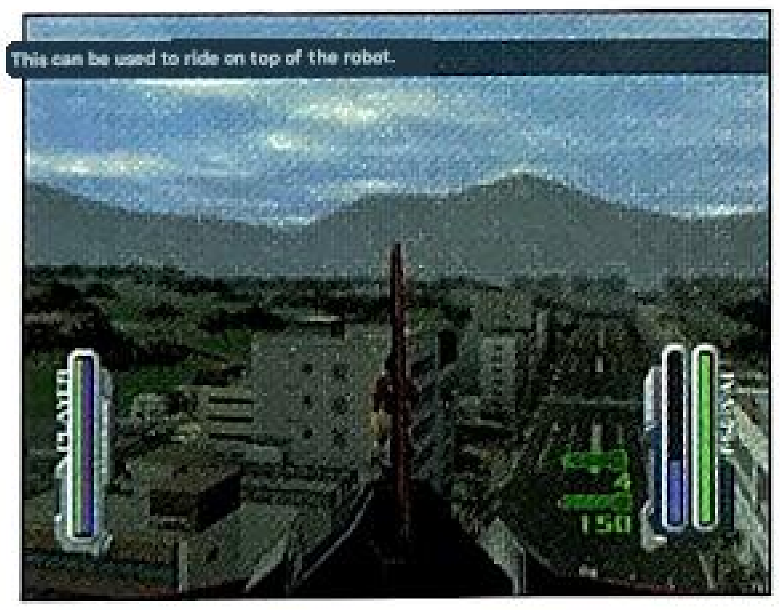
This will be used to transport Wawel to Tokyo.

◆In order to defeat Volgara, which has appeared in Tokyo, the robots are transported.

Stand on top of the robot's head and operate it.

For this mission, you will be riding on top of the robot and operating it while following the instructions of Dr. Wiltz. You can ride on any part of the robot, but riding on top of your head gives you a good view, and even if you move around a lot due to an attack or something, there is a low chance of you being thrown off if your viewpoint is just slightly off.

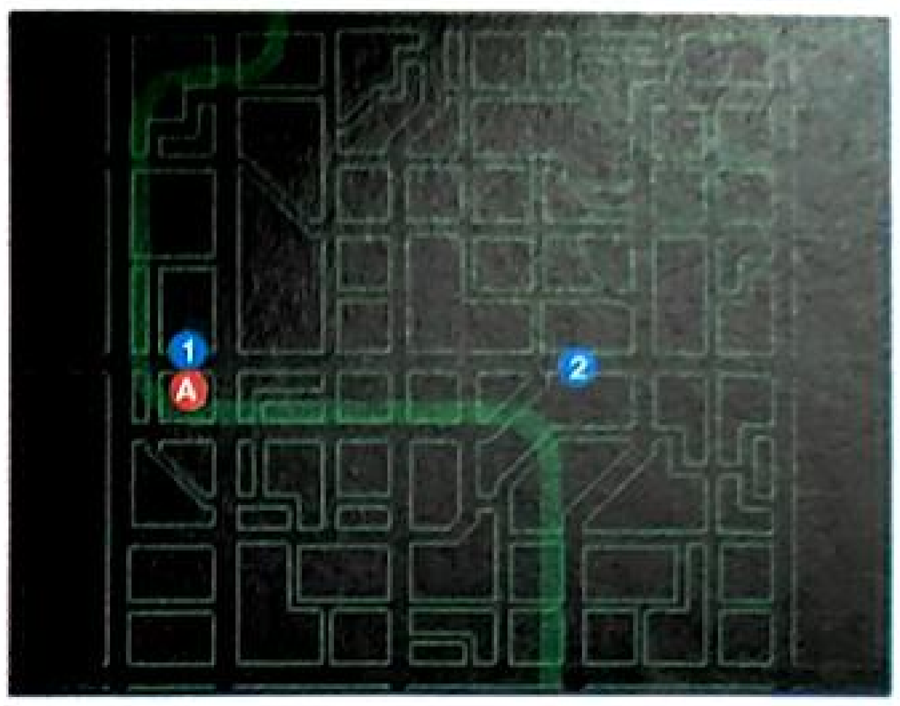
If you follow the instructions, the map will shift to Senjo New City and you will have to move the robot to the movement point. The movement point and the robot are lined up in a straight line, so there should be no problem if you move the robot forward along the road.



This can be used to ride on top of the robot.

Movement is one of the important techniques.

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point
❶ main character
❷ moving point

Event list

none

Episode 3

Fall of the Capital Part 2

data

Deployment pattern	initial selection	enemy name	laborer
Basic remuneration	—	special reward	—
—			

flowchart

START Around the government building

▼

battle

▼

clear

◆You will fight against Laborers who are targeting central Tokyo in front of the city hall.

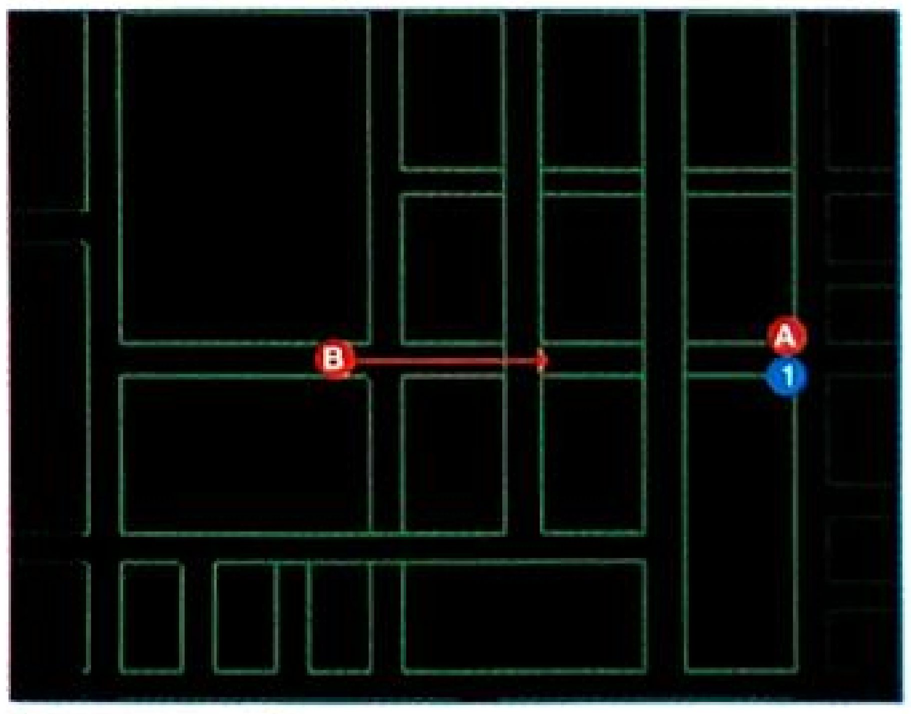
Don't focus on the roof

All the buildings in Tokyo are tall, and it's difficult to reach the rooftops even by flying. Therefore, instead of trying to reach the rooftops, it's best to place the protagonist on a wide road where you can see the road ahead and control the robot from a distance.

If you select Wavel as your initial robot, an event will occur in which you can use Volcanic Mode when your stamina decreases. Whether or not you activate Volcanic Mode is up to you, but if you do, there is a time limit, so you should quickly eliminate the Rayvalers.

You can also place the public in a low-profile building in front of the government building.

Tokyo



How to read the map

Ⓐ Kijin departure point
❶ main character
Ⓑ Enemy appearance point

Event list

none

Episode 4

Drill Part 1

data

Deployment pattern	initial selection	enemy name	—
Basic remuneration	—	special reward	—
—			

flowchart

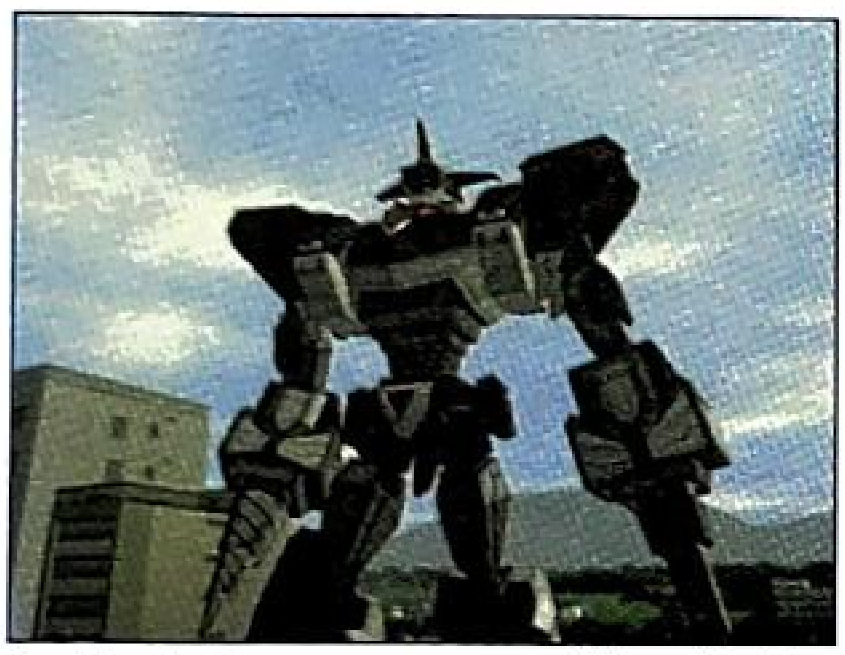
START Senjo Daiichi High School grounds

▼

Armed lecture at the Civilization Preservation Foundation

▼

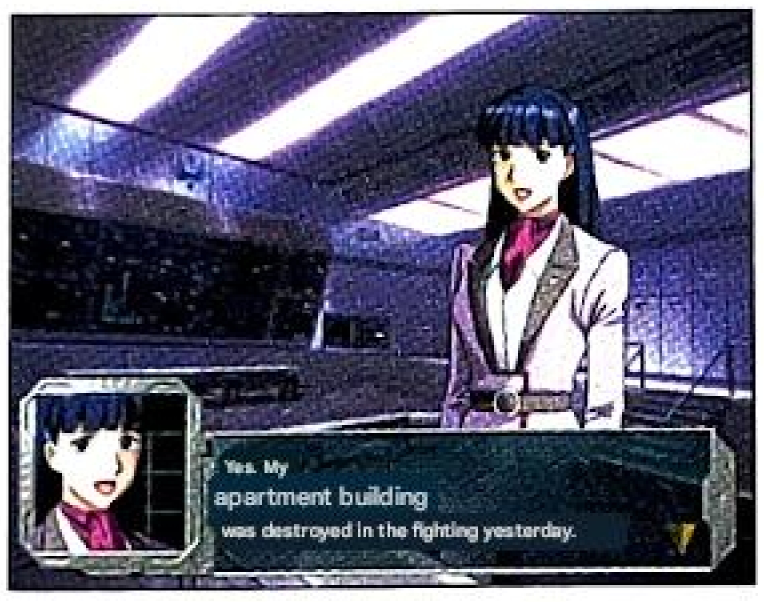
clear



↑In this mission, arm weapons will be added to both arms of the robot.

Let's take a lecture

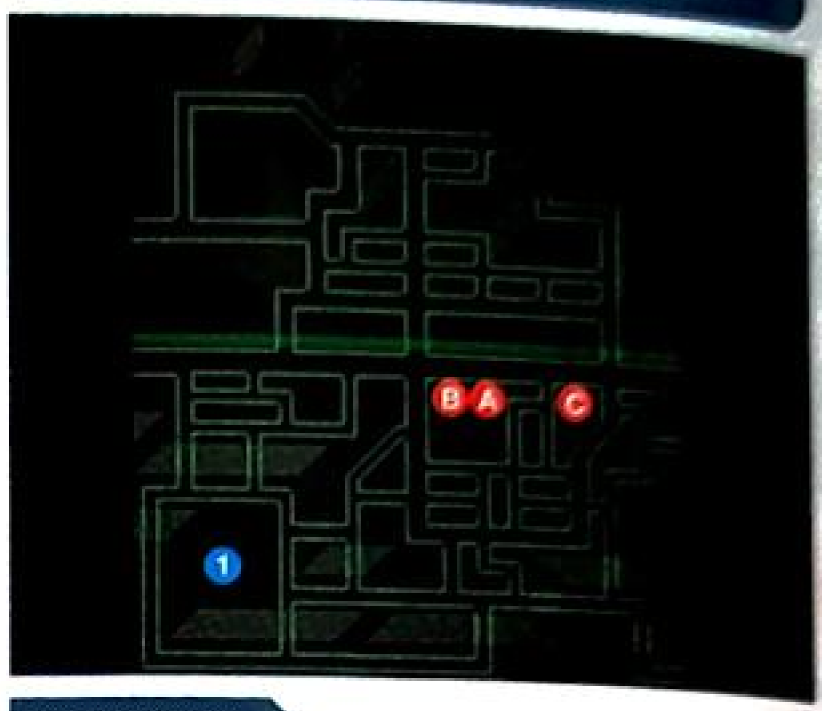
When you head to the Foundation, you will be given the option to choose arm weapons, one of the weapons. If you choose "Receive a lecture," you will receive training similar to that taught in training mode, specializing in arm weapons. If you choose "Do not receive a lecture," the mission will be cleared. Only when you choose "Receive a lecture" will you be able to destroy Kaoruko's apartment with your robot, and increase Kaoruko's economic points (see page 029 for economic points).



Yes. My
apartment building
was destroyed in the fighting yesterday.

←Increasing your economic points will trigger the Kaoruko Foundation accommodation event.

Senjo city



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Civilization Preservation Foundation
- Ⓒ Kaoruko's apartment
- ① main character

Event list

Destroy Kaoruko's apartment

Kaoruko Economic Points +1

Episode 5

Drill Part 2

data

Deployment pattern	initial selection	enemy name	Drill Laborer
Basic remuneration	—	special reward	—
—			

flowchart

START Senjo Daiichi High School grounds

▼

Talking with Nanaho in the schoolyard

▼

敵 Talk to Nanaho in front of Panda Bakery and Drill Laborer will appear.

▼

Press the select button to make the robot appear

▼

battle

▼

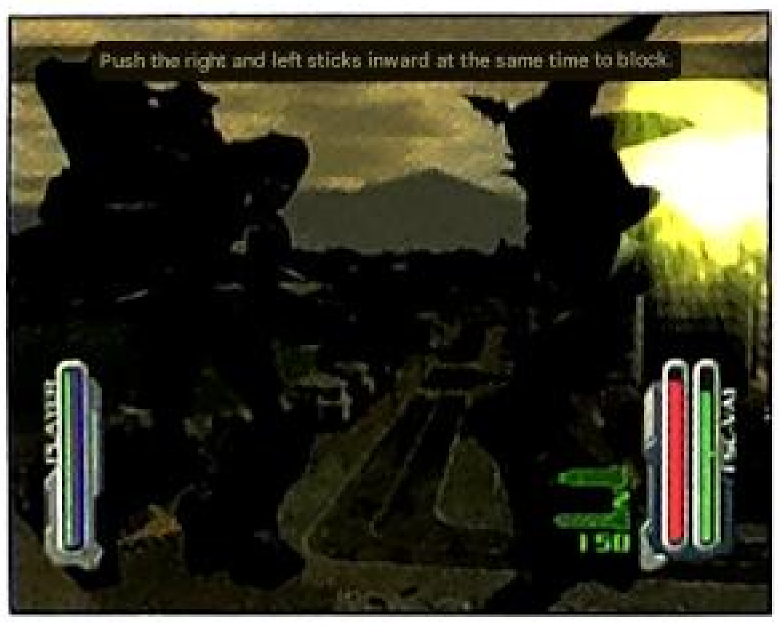
clear

About destruction of part-time job

After this mission, destroying Nanaho's part-time job will change her economic points. If her points continue to rise, she will later receive 100 billion yen as a windfall, and the epilogue will change slightly.

Beware of Drill Crypts

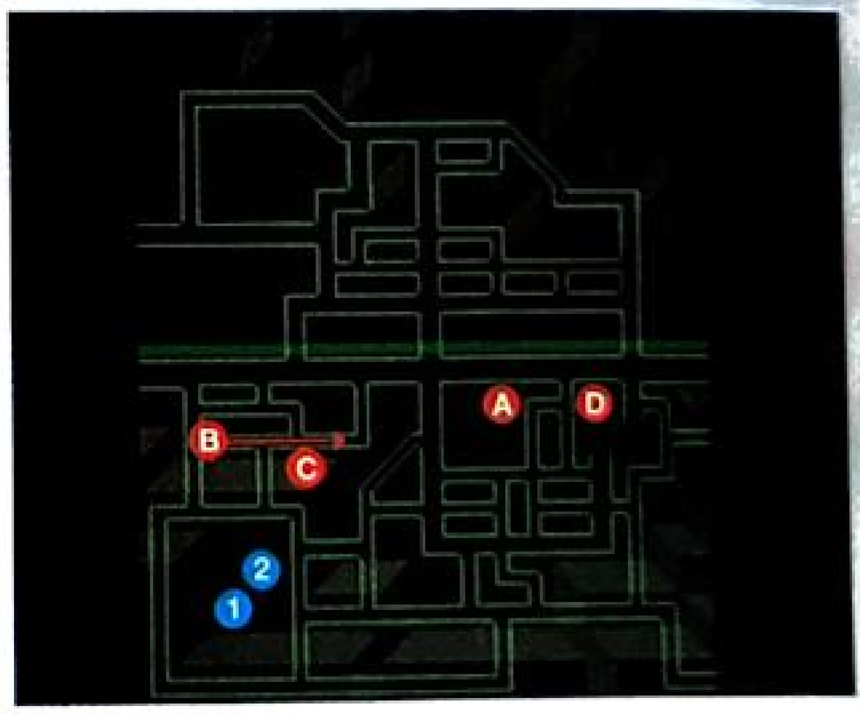
Drill Laborer will use a powerful move (Drill Crypt) after striking a pose. If you get hit by this move, you will take a lot of damage, so if you see him striking a pose, try to guard against it.



Push the right and left sticks inward at the same time to block.

←Drill Laborer's move
The pose is a shining back.

Senjo city



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ Panda Bakery
- Ⓓ Kaoruko's apartment
- ① main character
- ② Nanaho

Event list

Destroy Panda Bakery

Nanaho Economic Points +1

Destroy Kaoruko's apartment

Kaoruko Economic Points +1

8話

The Battle of Senjo

data

Deployment pattern	initial selection	enemy name	laborer
Basic remuneration	—	special reward	—
—			

flowchart

START Senjo Port

▼

Tanks appear

▼

敵 Talk to the Self-Defense Forces and Rayvaler and Mecha will appear.

▼

battle

▼

clear

◆With the support of the Self-Defense Forces, you will fight against the Rayvalers at sea.

There are two conditions for Rayvalar to appear

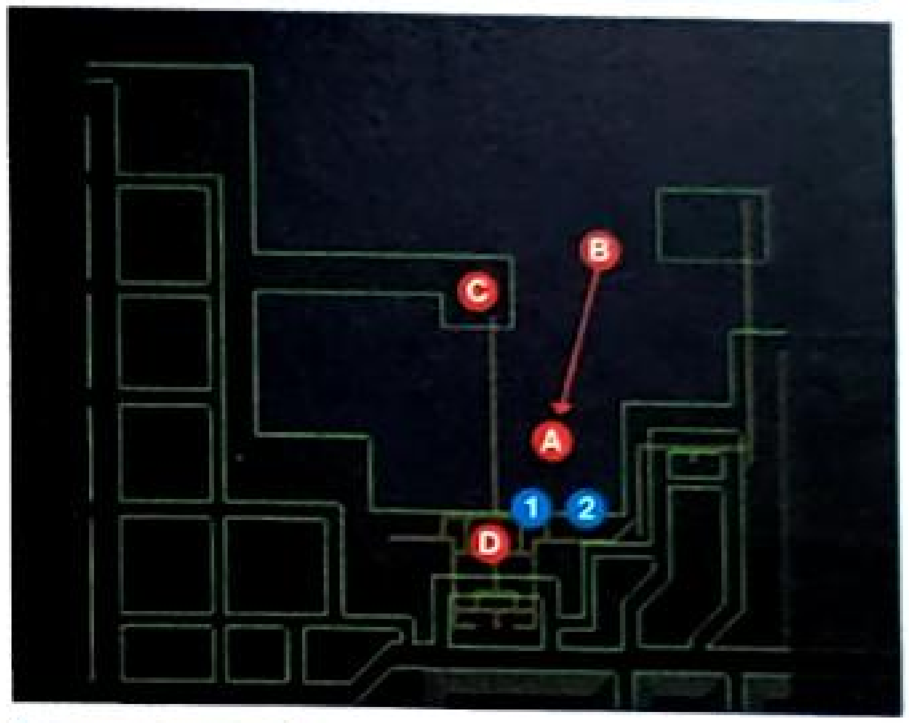
There are two conditions for the Rayvaler to appear: either approach the tank that appears after the protagonist is able to act (the Rayvaler will appear immediately afterwards), or wait two minutes after the tank appears. The advantage of waiting two minutes is that you can move during that time, allowing you to position the protagonist in a place with a good view.

Prevent the Rayvalars from landing!

If the tank is destroyed, the game will be over, so always place your mecha near the Rayvaler to prevent them from landing.

◀Just wait for 2 minutes in the passageway. You can operate the robot with good visibility.

Senjo Port



How to read the map

Ⓐ Kijin departure point	① main character
Ⓑ Enemy appearance point	② tank
Ⓒ observation deck	
Ⓓ BNN Senjo Broadcasting Station	

Event list

none

第7話

phantom system

data

Deployment pattern	initial selection	enemy name	Harrier
Basic remuneration	—	special reward	—
—			

flowchart

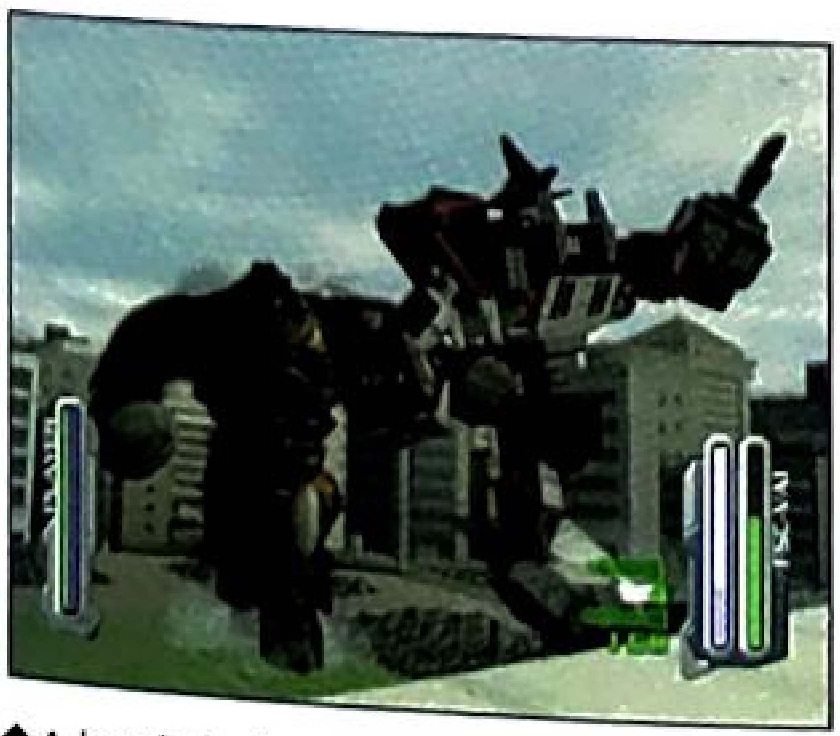
START In front of the starting gate

▼

battle

▼

clear



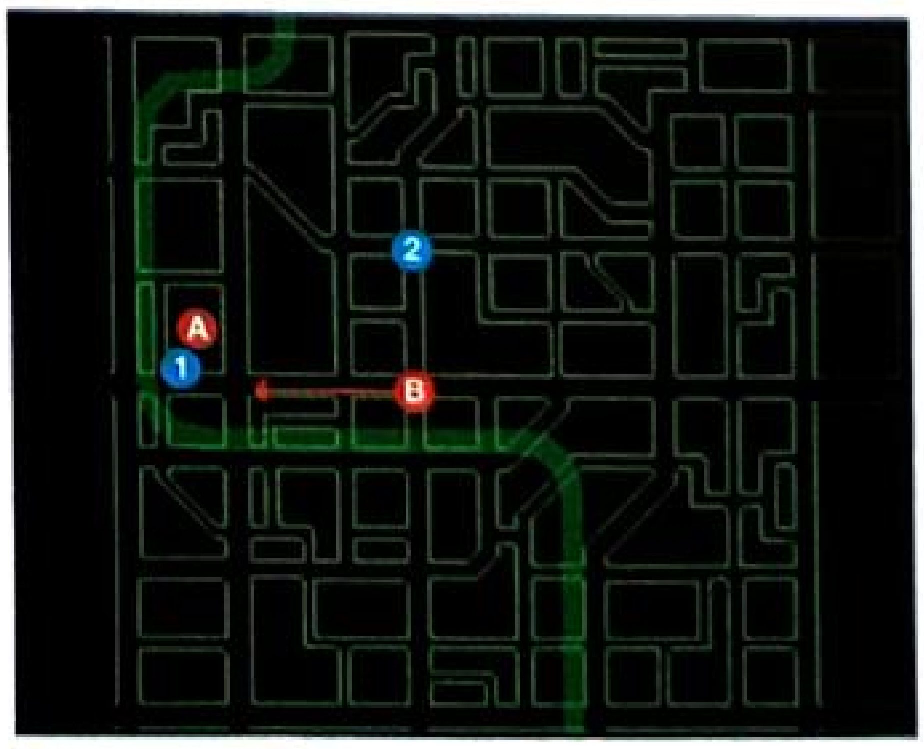
◆A battle between the new Volgara and Harrier in Senjo New City!

Move the main character quickly

The Harrier targets the robots, and appears close to their launch points. Because there is a risk of getting caught up in the battle, the protagonist should move the robot to a location where it can be safely controlled. The best locations are above the launch gate or above the stadium seats. Once the battle begins, focus on melee combat as before. It is best to use shooting attacks and arm weapons after black smoke rises from the Harrier (a state in which Phantom Defense cannot be used).

◀It's important to guard against them as they will use powerful shooting attacks.

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point	① main character
Ⓑ Enemy appearance point	② tank

Event list

none

第8話 Guardian of the Thousand Legs

data			
Deployment pattern	initial selection	enemy name	laborer
Basic remuneration	10 billion yen	special reward	15 billion yen
Misaki Heavy Industries Award	Misaki Heavy Industries Factory Award, Senjo Mayor's Award	Red Winged Cross Award	
	Minister of Construction Award or Senjo Peace Prize		

flowchart

START In front of the starting gate

▼

Heading to Senjo City Hall

▼

Heading to Senjo Hospital

▼

Laborer appears

▼

Press the machine select button to make the robot appear

▼

battle

▼

clear

May you receive rewards!

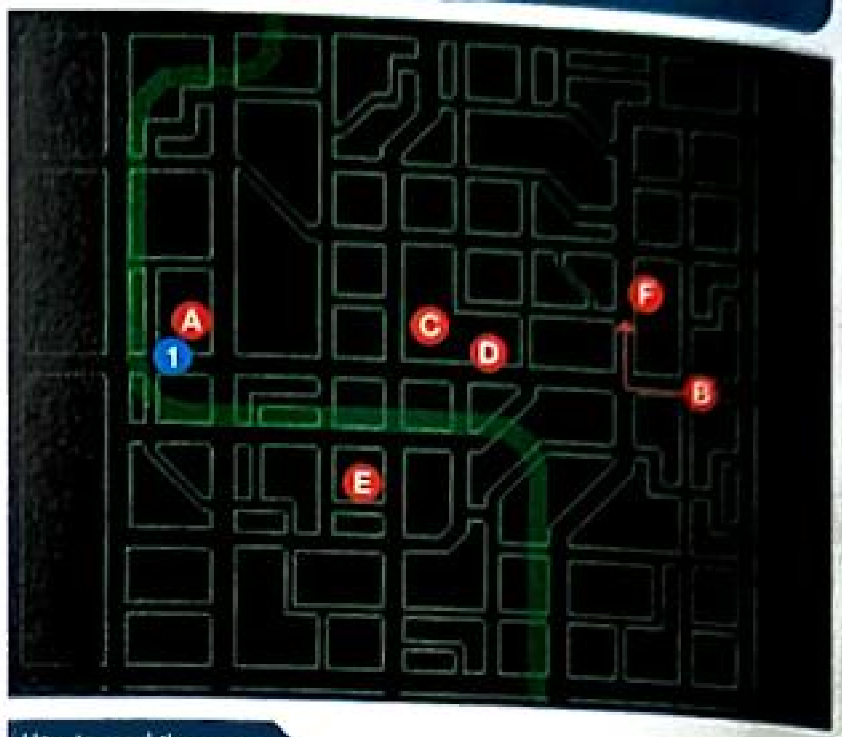
After clearing the stage, you can earn rewards (see page 30). In order to quickly modify the main character and robots, it is essential to fight without destroying buildings unnecessarily.

After this mission, you can increase your Misaki Heavy Industries economic points by destroying the Misaki Heavy Industries Headquarters Building and the Misaki Heavy Industries First Factory. However, destroying these two buildings will significantly reduce your rewards. In future battles in the New City Center, you should prioritize either earning rewards or increasing your points to see events.

It's okay to give up on the Red Cross award

Since there is a distance between the robot's launch point and the Rayvalar's appearance point, and the protagonist's starting point is near Senjo Hospital, Senjo Hospital is often destroyed (meaning the Red Wing Cross Award cannot be obtained). The only way to prevent this is to operate the robot from near Senjo Hospital and send it to the hospital as quickly as possible. If this is difficult, you can also give up on this special reward.

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
Ⓒ Misaki Heavy Industries Head Office Building
Ⓓ Misaki Heavy Industries First Factory
Ⓔ Senjo City Hall
Ⓕ Senjo Hospital
① main character

Event list

Misaki Heavy Industries headquarters building destroyed
Misaki Heavy Industries Economic Points +1
Destroyed Misaki Heavy Industries' First Factory
Misaki Heavy Industries Economic Points +1

Japan Bay Area Battle

data			
Deployment pattern	Initial selection enemy name		Harrier
Basic remuneration	10 billion yen	special reward	12 billion yen
	Observatory Defense Award BNN Appreciation Award Minister of Construction Award or Senjo Peace Prize		

flowchart

START Senjo Port

▼

"Talk to Nanaho in the connecting corridor

▼

Find the amulet at the observation deck

▼

機 Press the select button to make the robot appear

▼

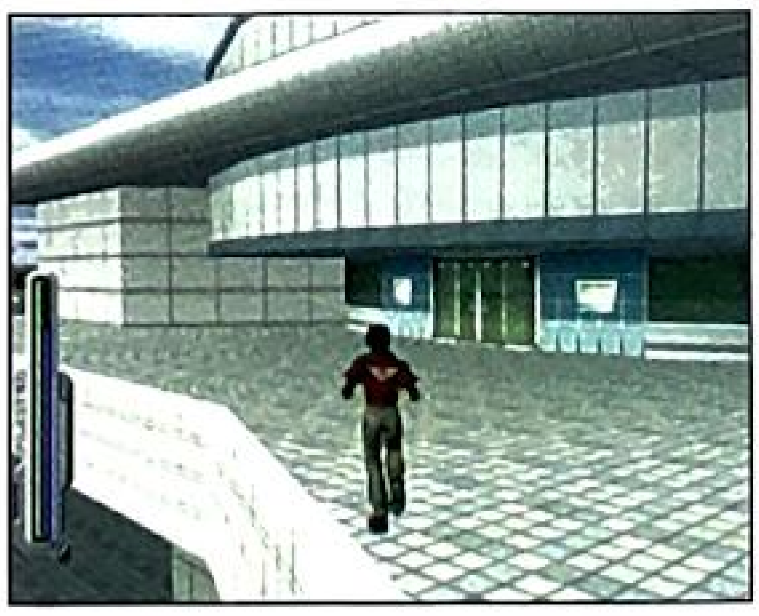
battle

▼

clear

When you find the amulet...

Nanaho, who is in the connecting passage, will tell you that she dropped an "amulet" on the observation deck. This is inside the observation deck, and if you can find it, you will have an advantage in the battle of episode 53 (see page 029). When searching for the amulet, move the protagonist before moving the robot and postpone the battle.

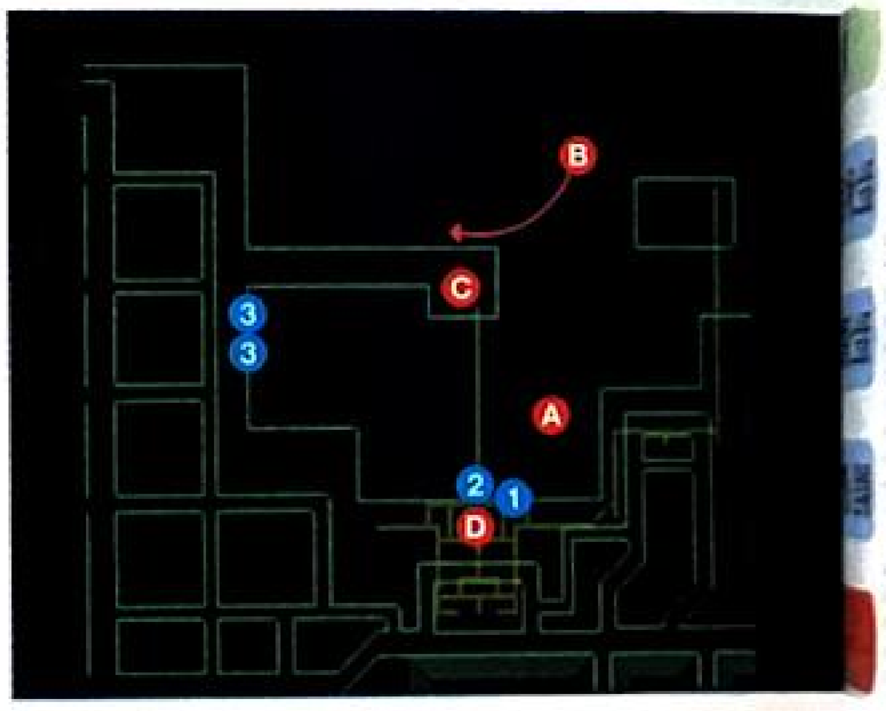


□ Press the button to go inside. The entrance to the observation deck is at the end of the pier.

Battle at sea and win prizes

The best position for the protagonist during battle is on the low roof of the observation deck. If you act quickly and defeat the Harrier without letting it land, you can aim for the Senjo Peace Prize.

Senjo Port



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
Ⓒ observation deck
Ⓓ BNN Senjo Broadcasting Station
① main character
② Nanaho
③ tank

Event list

Found an amulet at the observation deck
Nanaho Amulet Event Completed
Nanaho Love Points +1

Episode 10

heat battle

data

Deployment pattern	initial selection	enemy name	Fire Laborer
Basic remuneration	10 billion yen	special reward	10.5 billion yen
	Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize		

flowchart

START starting gate

▼

Press the select button to make the robot appear

▼

battle

▼

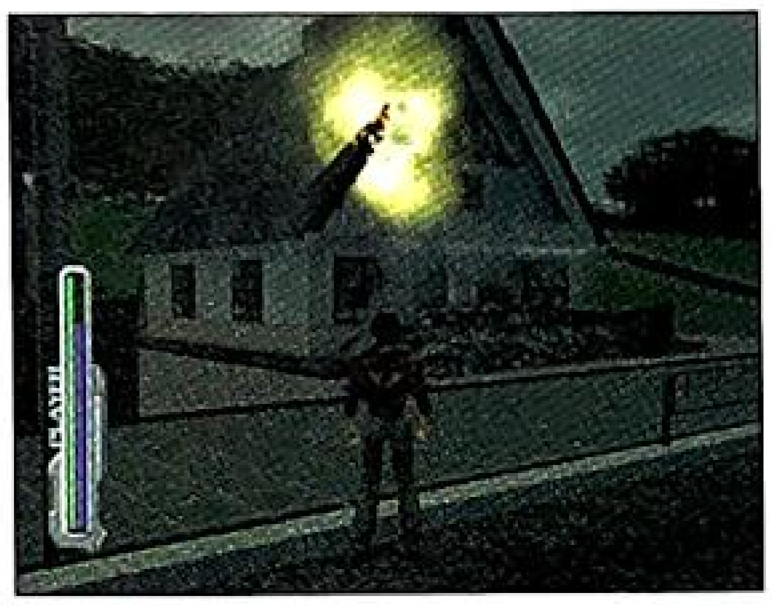
clear

◆A battle with a new Fire Rayvaler equipped with a high-powered heat ray cannon.

If you want to see

economic point related events

If you are playing to see the economic point events, equip the main character with grenade weapons after the end of episode 8. This will allow you to easily destroy the target buildings.

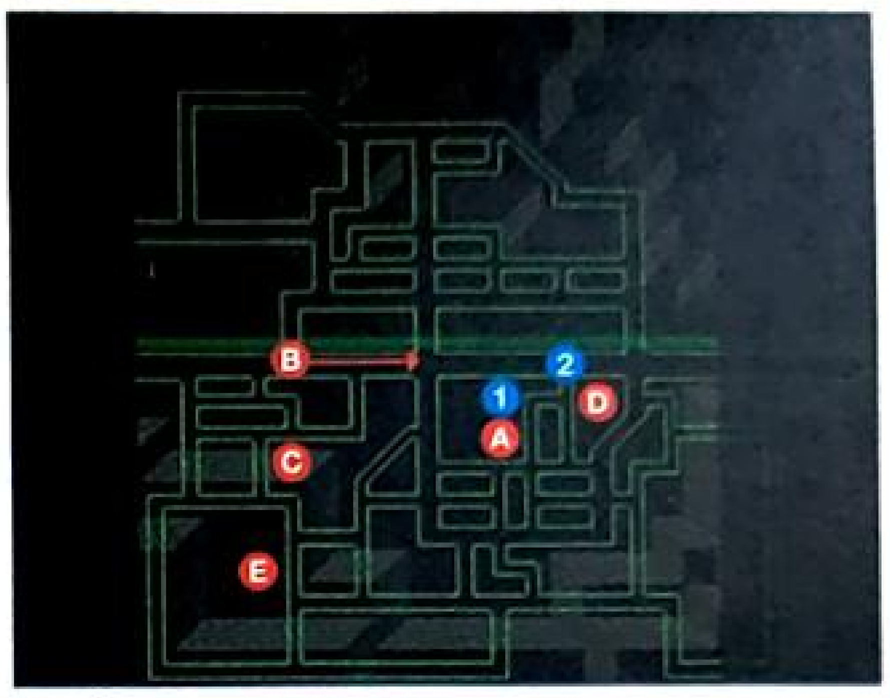


◆destroying buildings with grenades,
Do not launch the robot. When

After placing it, launch the robot

If you place the protagonist after launching the robot, the robot will be easily targeted by the Fire Rayvaler's heat ray gun. Therefore, in this mission, place the protagonist in a location where you can control the robot stably before launching it.

Senjo city



How to read the map

Ⓐ Kijin departure point	① main character
Ⓑ Enemy appearance point	② tank
Ⓒ Panda Bakery	
Ⓓ Kaoruko's apartment	
Ⓔ Senjo Daiichi High School	

Event list

Destroy Panda Bakery
Nanaho Economic Points +1

Destroy Kaoruko's apartment
Kaoruko Economic Points +1

第11話

first memory

data

Deployment pattern	initial selection	enemy name	Cyclone Harrier
Basic remuneration	10 billion yen	special reward	10.5 billion yen
	Educational Enhancement Award	Minister of Construction Award or Senjo Peace Prize	

flowchart

START Southeast of Senjo City

▼

Talk to Nanaho in front of Grandma's house

▼

Talk to Banbara behind his apartment building

▼

Press the select button to make the robot appear

▼

battle

▼

clear

(Its name is the "Th-Thousand Year Committee")

◆The story tells of the past of the protagonist, the Foundation, and the robots before Volgara attacked.

Event occurs over time

Once the protagonist is able to act, he will automatically move to specific locations over time, with the exception of conversations with Nanaho, and events will progress.

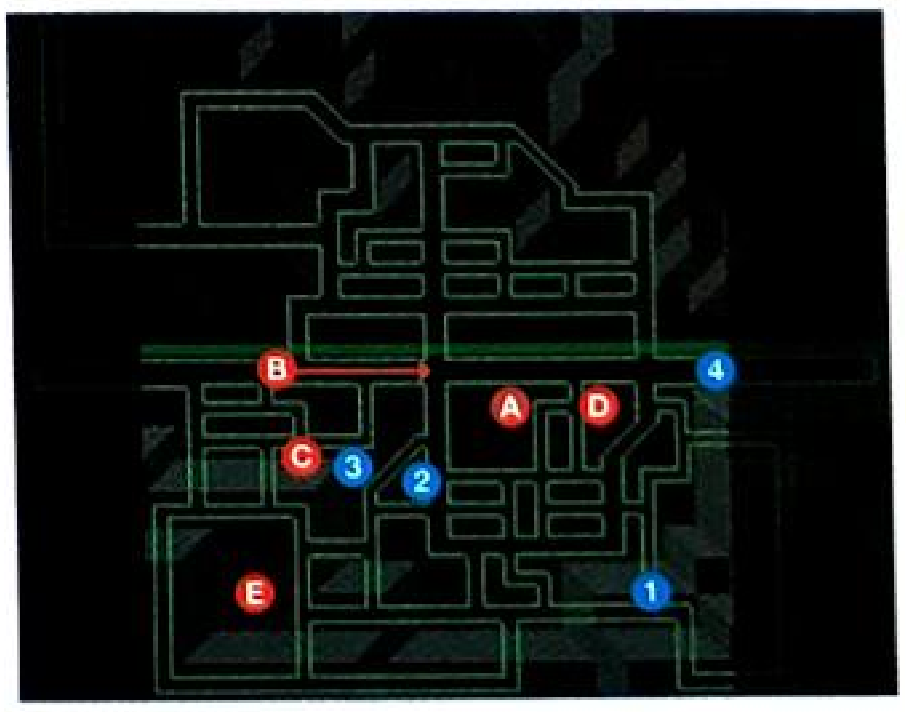
Ah, ah,
the tadpoles are red, A-I-U-E-O.

man. "Until now, I've only been doing reports."
Banbara makes his first appearance as a young

attack when it approaches

To counter a spinning Cyclone Harrier, first wait for the opponent to approach from a distance. Then, land a straight punch on the spinning arm from a little distance away. Once you've knocked them down, you'll want to attack as they get up to prevent them from spinning again.

Senjo city



How to read the map

Ⓐ Kijin departure point	① main character
Ⓑ Enemy appearance point	② Nanaho
Ⓒ Panda Bakery	③ Banbara
Ⓓ Kaoruko's apartment	④ tank
Ⓔ Senjo Daiichi High School	

Event list

Destroy Panda Bakery
Nanaho Economic Points +1

Destroy Kaoruko's apartment
Kaoruko Economic Points +1

Episode 12

First class evacuation drill

data

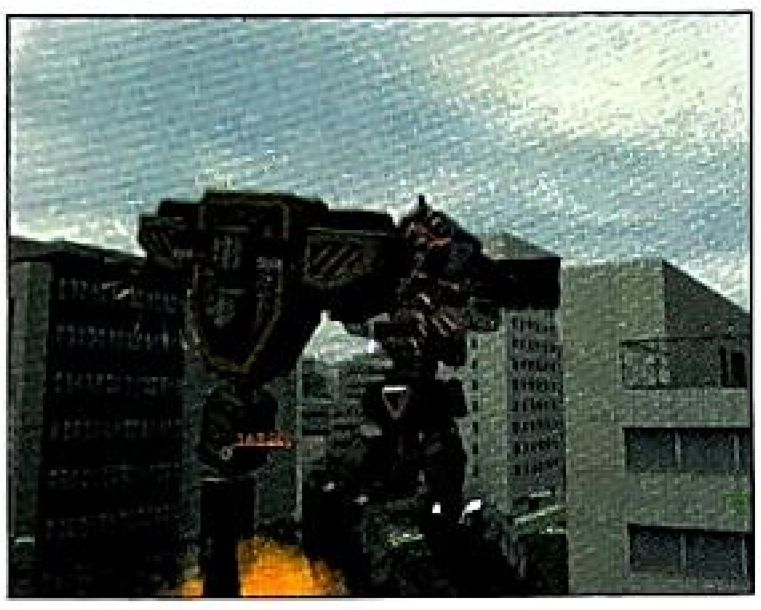
Deployment pattern	initial selection	enemy name	target ball
Basic remuneration	—	special reward	—
—			

flowchart

- START — In front of Misaki Heavy Industries First Factory
- Head to the evacuation guidance team headquarters
- Head to the departure gate
- Talk to Ellen in front of the stadium
- 機 Press the select button to make the robot appear
- destroy target pole
- clear

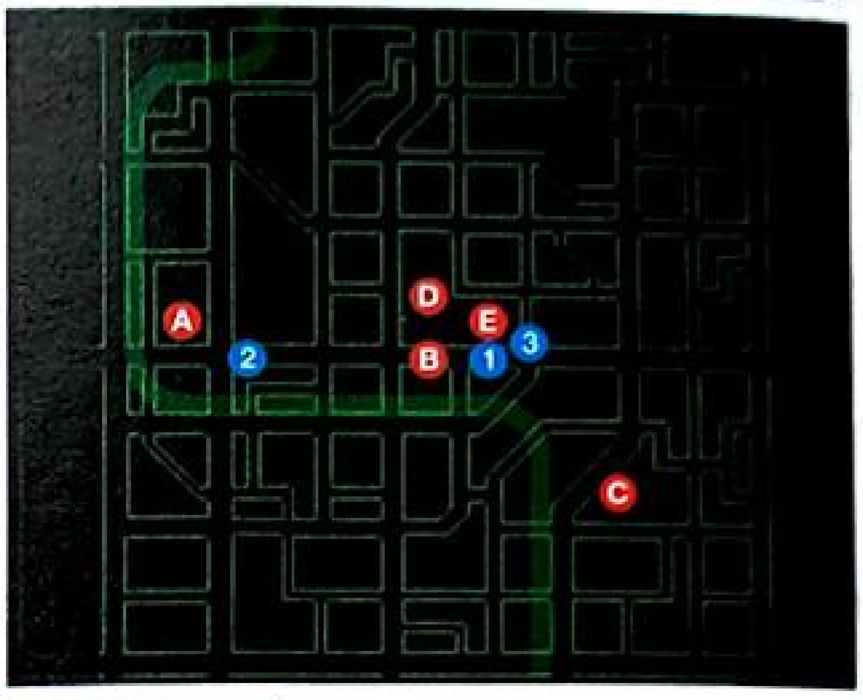
Before breaking the target pole...

No enemies will appear, and the mission will be completed if you destroy the target pole in front of the Misaki Heavy Industries First Factory with your robot. As you head towards the launch gate to launch your robot, a forced event with your ex-fiancee, Ellen, will occur along the way. After this, she will follow the protagonist, but you can ignore her and continue operating your robot. Although there is no reward for this mission, you will receive Misaki Heavy Industries economic points, so if you want to increase your points, destroy the target building before attacking the target pole.



⬅ The target ball can be easily destroyed by attacking it.

Senjo Shintoshin



How to read the map

A Kijin departure point	E Misaki Heavy Industries First Factory
B target pole Installation point	1 main character
C Evacuation guidance team headquarters	2 Ellen
D Misaki Heavy Industries Head Office Building	3 tank

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

Episode 13

evacuation guidance team

data

Deployment pattern	Initial selection enemy name		Harrier
Basic remuneration	10 billion yen	special reward	15 billion yen
Misaki Heavy Industries Award	Misaki Heavy Industries Factory Award, Senjo Mayor's Award, Red Wing Cross Award Minister of Construction Award or Senjo Peace Prize		

flowchart

- START — In front of Misaki Heavy Industries First Factory
- Head to the evacuation guidance team headquarters
- Around Misaki Heavy Industries' First Factory
Conversation with Ellen
- 敵 Harrier appears
- Press the select button to make the robot appear
- battle
- clear

Adjusted Harrier spawn locations

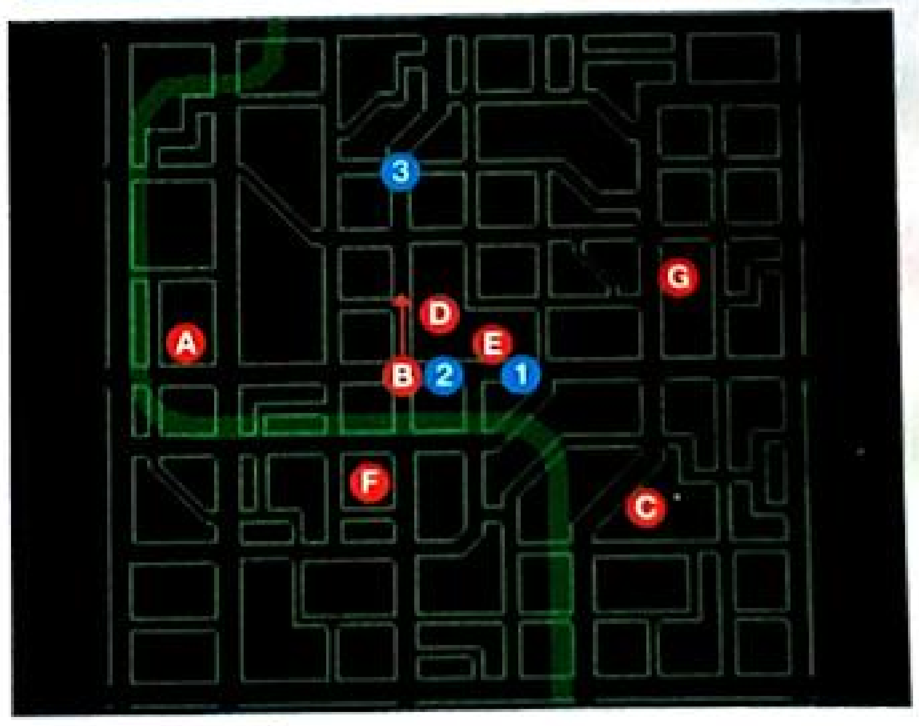
The Harrier will fall near the protagonist 10 seconds after the conversation with Ellen. If you are aiming for the reward, you can minimize damage by waiting at the intersection near the conversation location.

⬅ If you are near a building, the building will be destroyed.

Flexible placement

The Harrier's behavior changes depending on where it lands and the events that occur along the way, such as when a tank becomes a decoy. However, its range of movement is from Misaki Heavy Industries to the launch gate, so depending on the situation, the protagonist should be placed on a tall building between them.

Senjo Shintoshin



How to read the map

A Kijin departure point	G Senjo Hospital
B Enemy appearance point	1 main character
C Evacuation guidance team headquarters	2 Ellen
D Misaki Heavy Industries Head Office Building	3 tank
E Misaki Heavy Industries First Factory	
F Senjo City Hall	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

第14話

inferno

data

Deployment pattern	initial selection	enemy name	Fire Laborer
Basic remuneration	10 billion yen	special reward	15 billion yen
Misaki Heavy Industries Award Misaki Heavy Industries Factory Award Mayor Senjo Award Red Winged Cross Award Minister of Construction Award or Senjo Peace Prize			

flowchart

START In front of the starting gate

▼

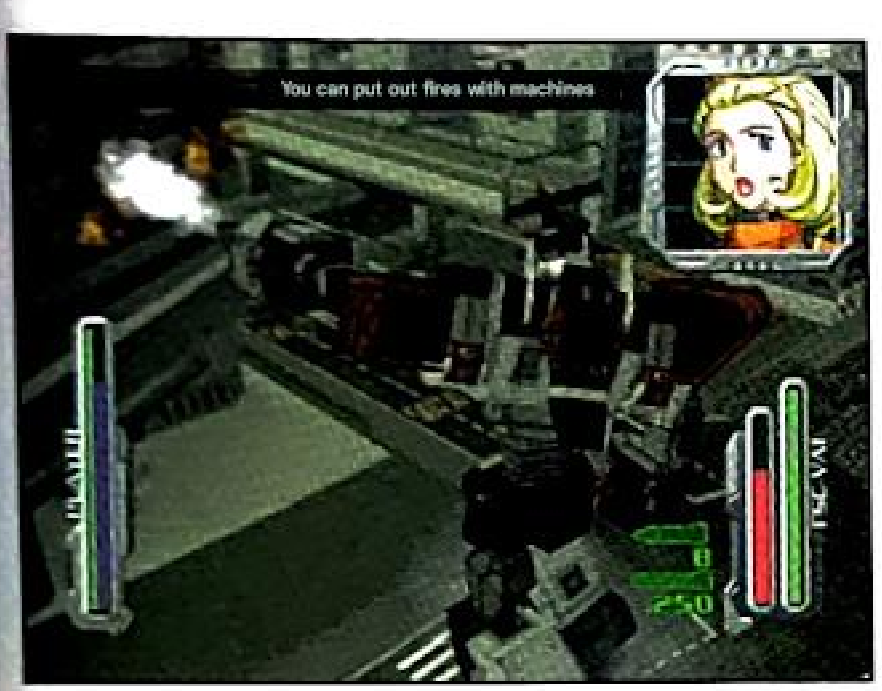
battle

▼

Extinguish all fires at Senjo City Hall

▼

clear



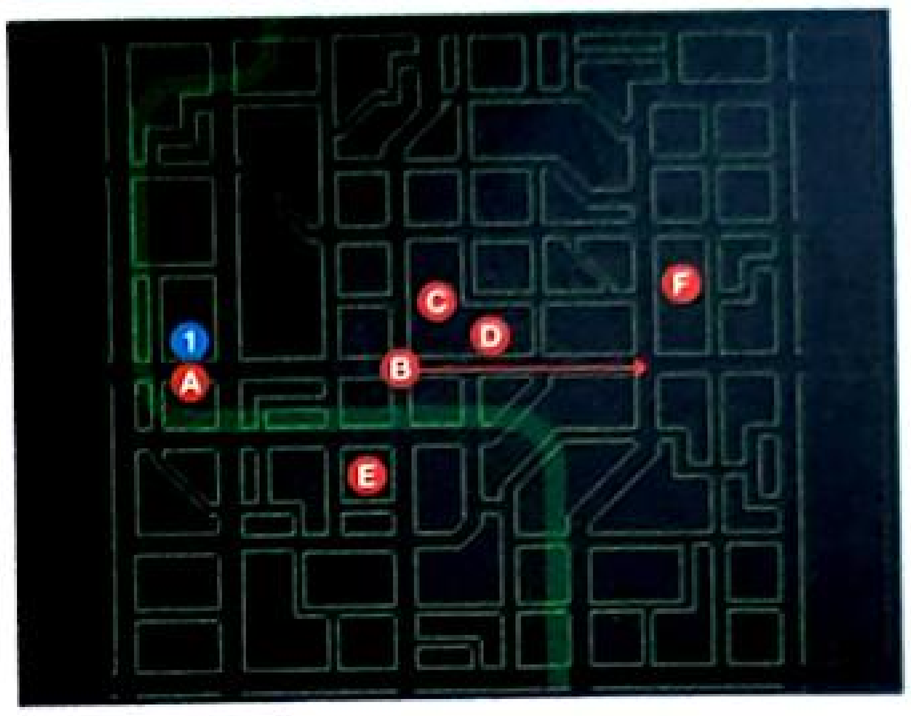
◆Ellen goes to rescue someone during the battle, but is unable to escape from City Hall.

How to put out a fire at City Hall

A short time after the protagonist becomes able to act, they will receive information from Senjo City Hall that Eren cannot escape. If they put out the fire at City Hall and save Eren, they will be able to increase her love points (see page 28 for love point information), but this is not mandatory, so you can ignore it.

To put out the fires at City Hall, in this mission only, use the Frost Beam equipped on the robot's left arm. Shoot it at the burning area. Shoot it at each burning area several times to put out the fire, and once you've put out all three fires, you'll be able to rescue Eren. Meanwhile, the Fire Rayvaler will turn back and head towards City Hall from the direction of Senjo Hospital. There will be some time before the Fire Rayvaler arrives at City Hall, but if you take too long to put out the fires, City Hall may be destroyed. If City Hall is destroyed, it will be game over, so act quickly to put out the fires and defeat the Rayvaler before he gets there.

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point	Ⓔ Senjo City Hall
Ⓑ Enemy appearance point	Ⓕ Senjo Hospital
Ⓒ Misaki Heavy Industries Head Office Building	❶ main character
Ⓓ Misaki Heavy Industries First Factory	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

Rescue Eren

Ellen love points +2

Episode 16

one who runs on the earth

data

Departure pattern	grang enemy name		laborer
Basic remuneration	10 billion yen	special reward	15 billion yen
Misaki Heavy Industries Award Misaki Heavy Industries Factory Award, Senjo Mayor's Award, Red Wing Cross Award Minister of Construction Award or Senjo Peace Prize			

flowchart

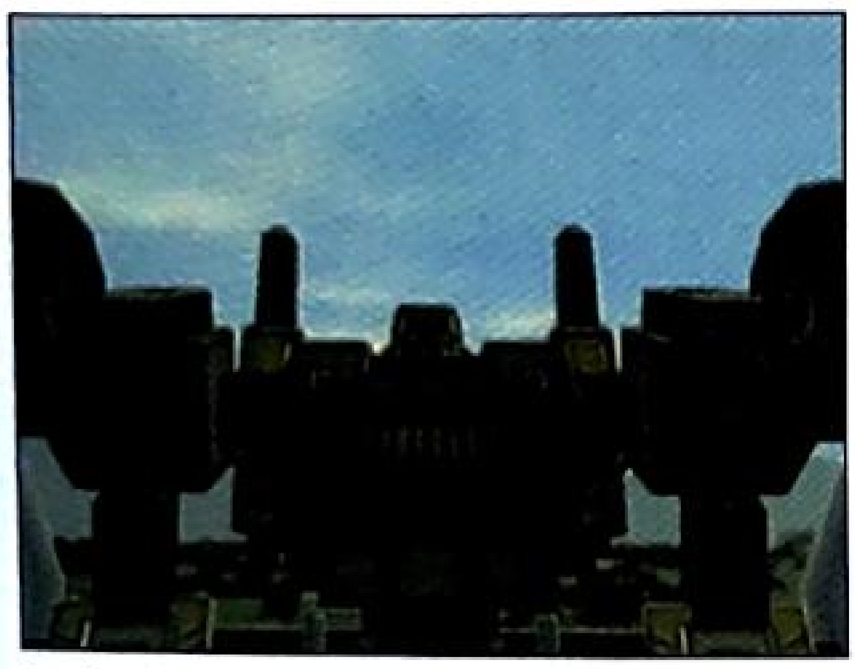
START In front of the starting gate

▼

battle

▼

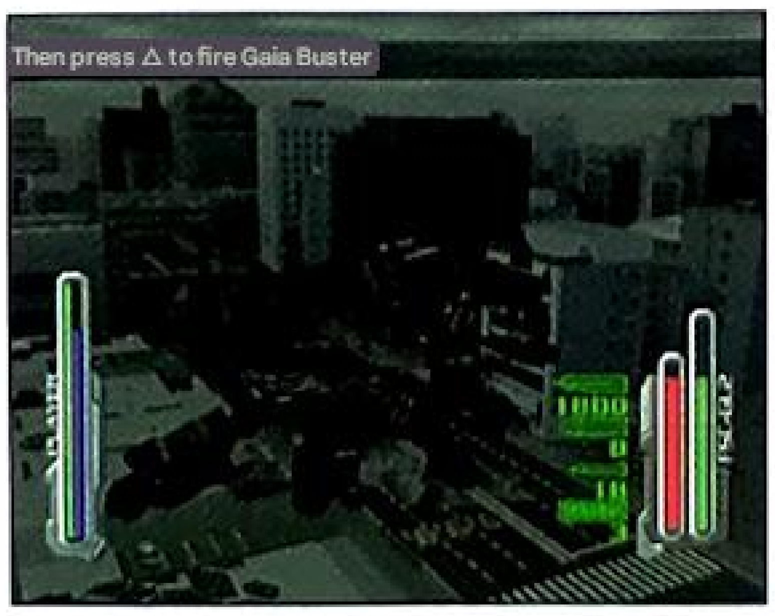
clear



◆ After this mission, the fortress aircraft Grangu will join the selection of robots available.

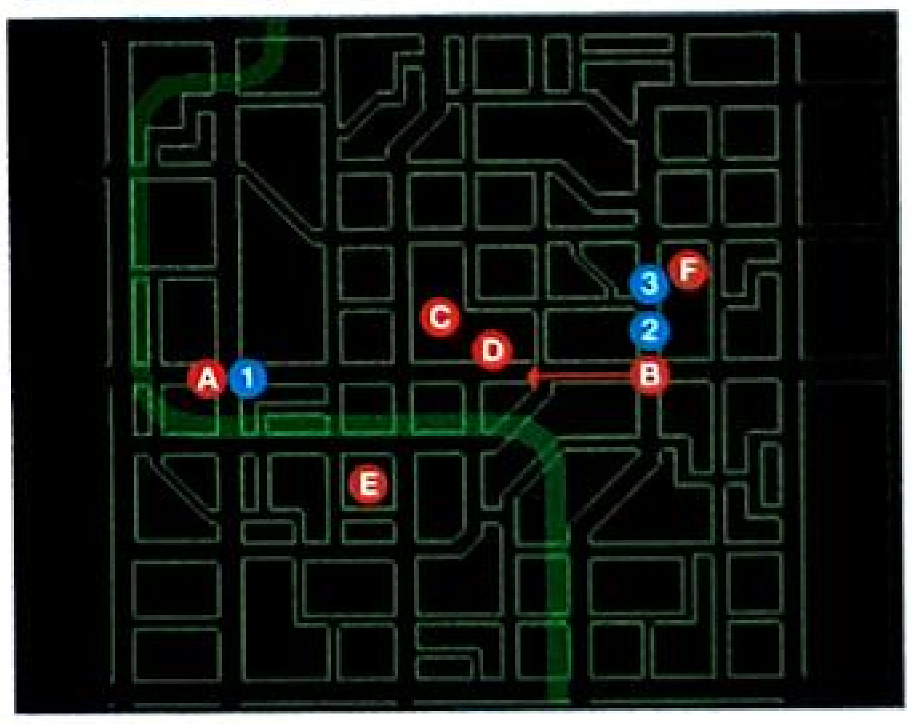
Learn the basics of grung

Chapter 15 branches depending on the robot you select at the start of Story Mode. If you select Wavel or Lyall, you'll encounter this mission. Here, you'll be forced into combat with a Grang, and Dr. Wiltz will explain the Grang's armaments and how to use it in Fortress Mode. Follow the instructions during the battle to learn the basics of the Grang. The enemy Laborer will use Phantom Defense, so wait until black smoke appears on the enemy before using any ranged attacks.



⬅ If you are aiming for a special reward, Try to avoid attacking attacks as much as possible.

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point	Ⓕ Senjo Hospital
Ⓑ Enemy appearance point	❶ main character
Ⓒ Misaki Heavy Industries Head Office Building	❷ Ellen
Ⓓ Misaki Heavy Industries First Factory	❸ tank
Ⓔ Senjo City Hall	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

第15B話

protector of the sky

data

Deployment pattern	Lyall	enemy name	laborer
Basic remuneration	10 billion yen	special reward	10 billion yen
		Minister of Construction Award or Senjo Peace Prize	

flowchart

START Around the government building

▼

battle

▼

clear

△button Nova Laser
Circle button Aerial missile

↑Another Episode 15. Control Lyall and protect Tokyo!

Let's learn the basics of Lyall

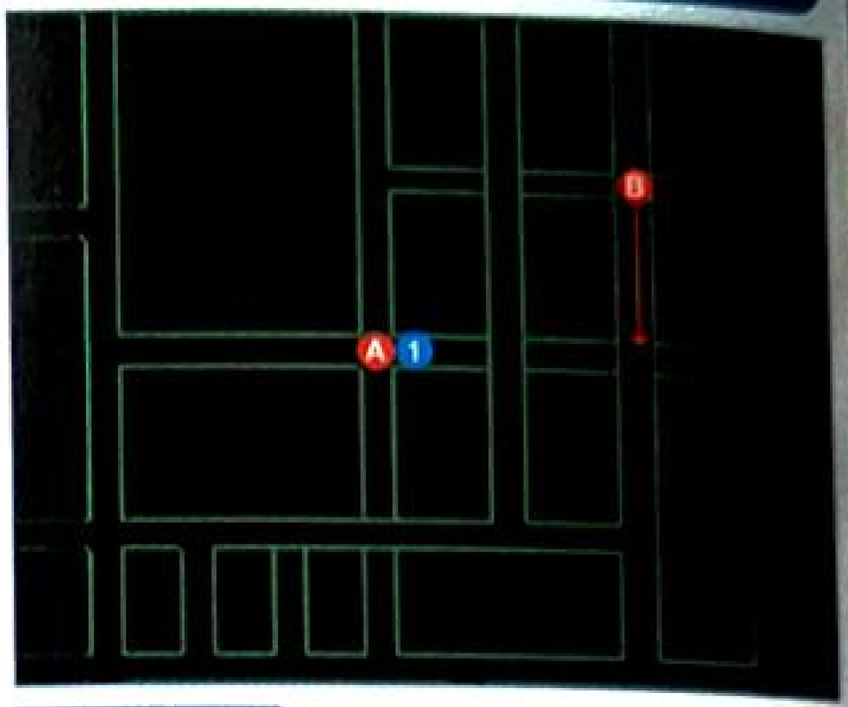
If you start Story Mode with Grang as your initial robot, you'll branch off to this mission. Here, you'll be forced into a battle using the Lyall, and during the battle, Dr. Wiltz will explain the Lyall's armament and Fortress Mode. Follow the explanation to learn its performance and characteristics.

In battle, be careful of the Layvaler's Phantom Defense. If you use a shooting attack immediately after hearing Professor Wiltz's explanation, it will be avoided, causing more damage to the city.

Weapons: △ Button: Nova Laser ○ Button: Aerial Missile

⬆the enemy to minimize damage.
In Fortress mode, you can guide

Tokyo



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
❶ main character

Event list

none

Episode 16

Eren and Nanaho

data

Deployment pattern	choice	enemy name	Harrier 2
Basic remuneration	10 billion yen	special reward	10.5 billion yen
		Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize	

flowchart

START Senjo Daiichi High School schoolyard

▼

Head to Panda Bakery

▼

Harrier 2 appears

▼

Press the select button to make the robot appear

▼

battle

▼

Rescue the fallen Nanaho

▼

clear

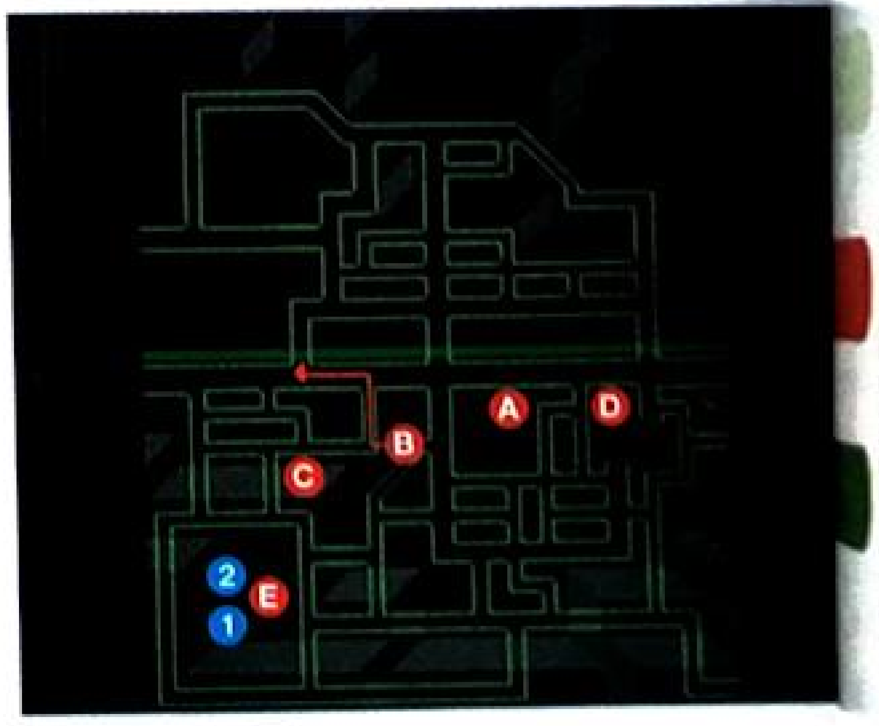
Destroy the building before the enemy appears

If you want to increase Kaoruko's economic points, it will take some time, but it's a good idea to destroy Kaoruko's apartment with a grenade before heading to the Panda Bakery. This is because an event is inserted during the battle in this mission, so it's difficult to destroy buildings if you try to increase your economic points during the battle. Like Kaoruko's apartment, the Panda Bakery can also be destroyed before the battle. However, be careful, as destroying it before seeing the event will result in a game over.

Rescue Nanaho during the battle

A little while after the robot launches, an event will occur in which Nanaho is lying next to the railroad tracks. If you want to go rescue Nanaho, knock down Harrier 2 once and then go there to take advantage of the opportunity. After rescuing her, control the robot from that location, knock down Harrier 2 again, and move the protagonist to a location where it is easier to control before she gets up.

Senjo city



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
Ⓒ Panda Bakery
Ⓓ Kaoruko's apartment
Ⓔ Senjo Daiichi High School
❶ main character
❷ Nanaho

Event list

Destroy Panda Bakery
Nanaho Economic Points +1
Destroy the confectionery apartment
Kaoruko Economic Points +1
Rescue Nanaho
Nanaho Love Points +1

Episode 17

Misaki Heavy Industries

data

Deployment pattern	choice	enemy name	laborer
Basic remuneration	10 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award
Misaki Heavy Industries Factory Award, Senjo Mayor's Award
Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

flowchart

START In front of the starting gate

▼

battle

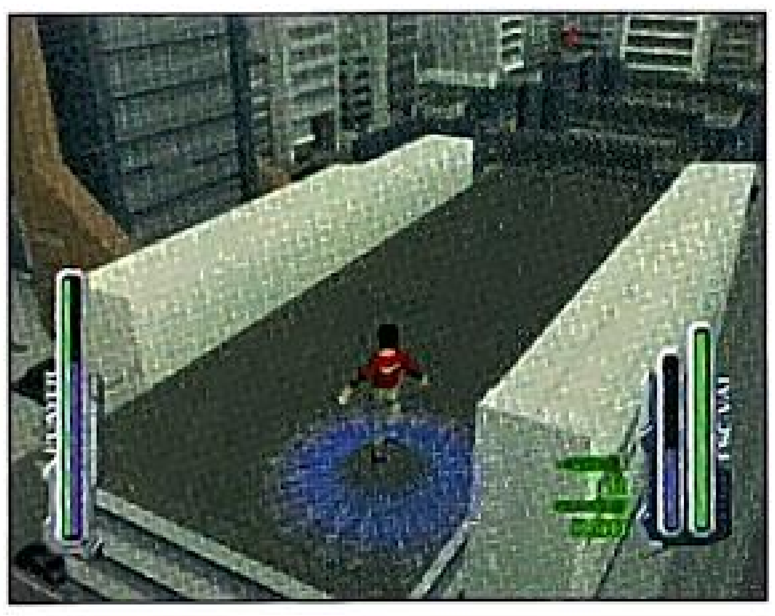
▼

clear

◆Laybaler attempts to destroy the city, centering on the Misaki Heavy Industries headquarters building.

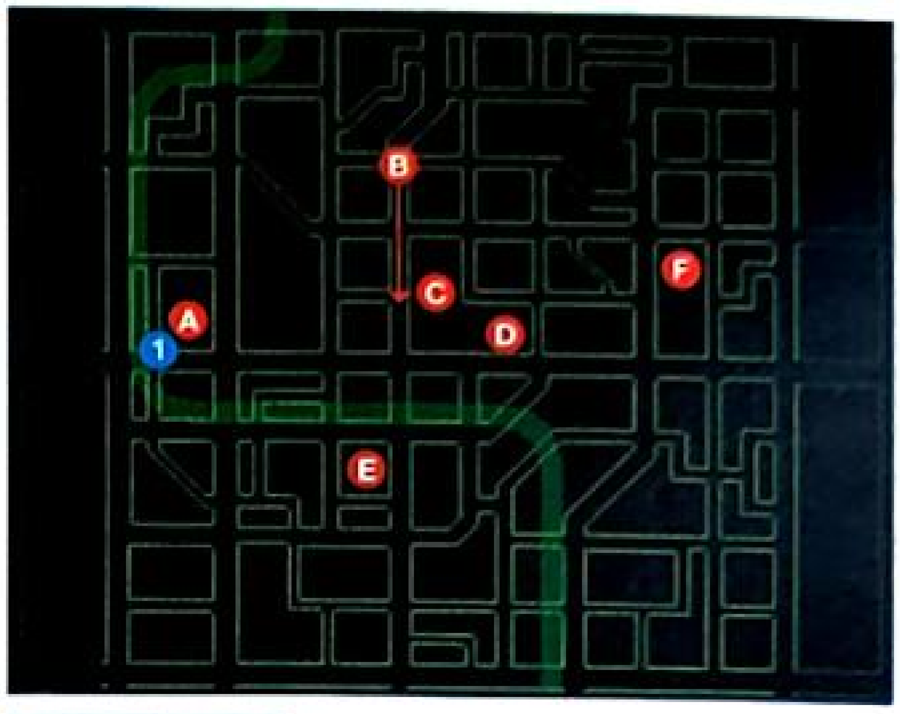
Protect the Misaki Heavy Industries Headquarters Building!

A Rayvaler has appeared in the northern part of the new city center and is attempting to destroy a building related to Misaki Heavy Industries. This building must not be destroyed if you are aiming for the special reward, so once the protagonist is able to move, get into your robot and hurry towards the front of the headquarters building. When the headquarters building approaches, place the protagonist on the roof of the Misaki Heavy Industries Research Institute or a tall building nearby and control your robot. After that, just attack while preventing the headquarters building from being destroyed. If the headquarters building is destroyed, you will want to at least protect the factory.



◀related piece of land. It is located on the corner of a

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point	Ⓕ Senjo Hospital
Ⓑ Enemy appearance point	① main character
Ⓒ Misaki Heavy Industries Head Office Building	
Ⓓ Misaki Heavy Industries First Factory	
Ⓔ Senjo City Hall	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

第18A話

protector of the sky

data

Deployment pattern	Lyall	enemy name	laborer
Basic remuneration	10 billion yen	special reward	10 billion yen

Minister of Construction Award or Senjo Peace Prize

flowchart

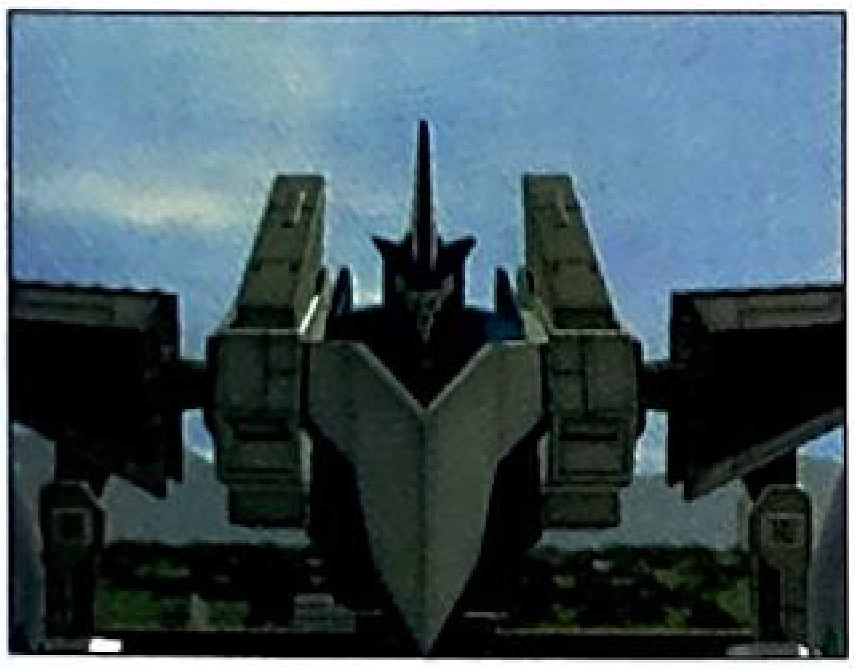
START Around the government building

▼

battle

▼

clear

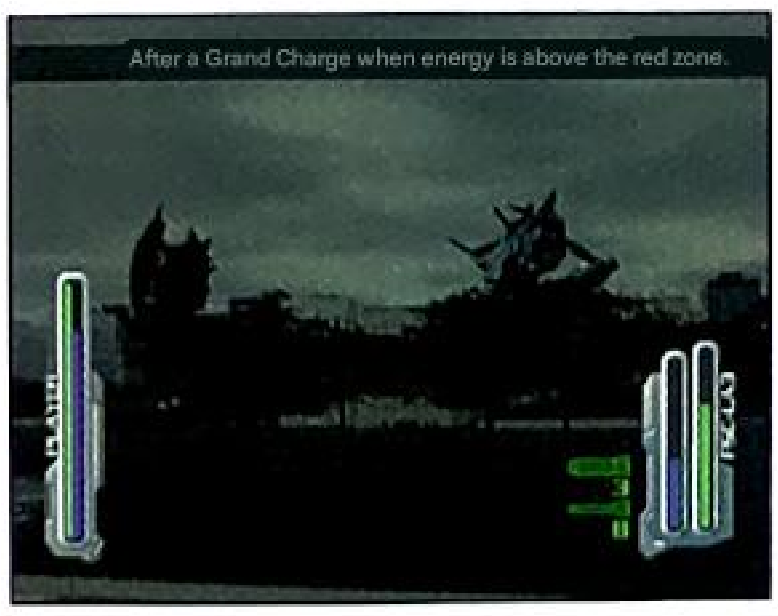


◆The highly mobile flying fortress Lyall will be available from episode 20.

Master Lyall

Episode 18A, like Episode 15B, branches depending on the initial robot selected when starting Story Mode. This mission only occurs if the robot selected is Wavel. This mission is exactly the same as Episode 15B when Grang is selected, and involves defeating Rayvalar while listening to Lyall's explanation.

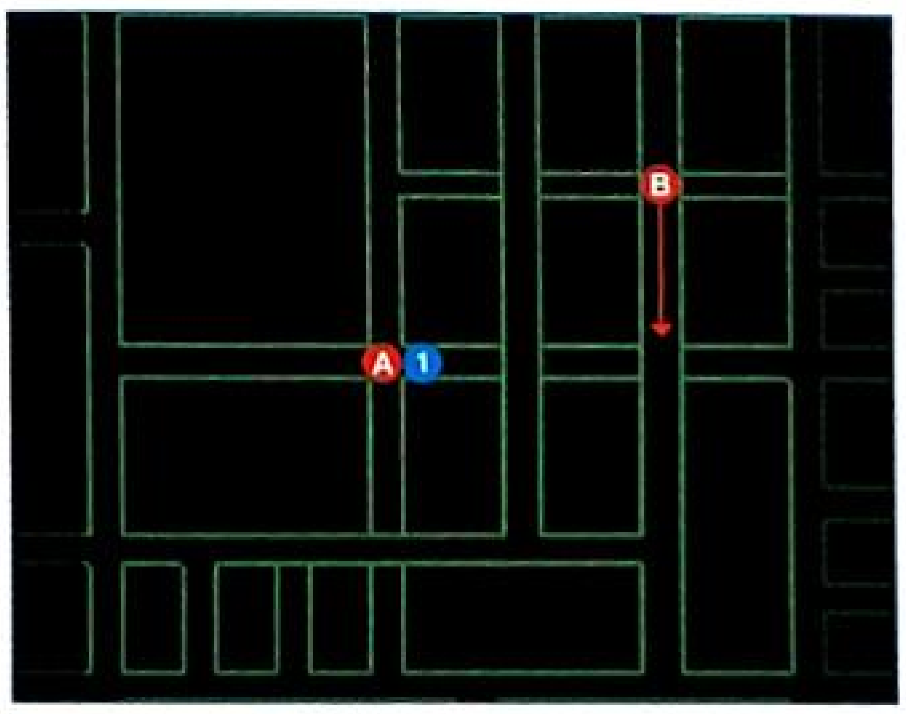
Lyall's Fortress Mode makes it difficult for enemy attacks to reach him, but it also makes it easier to lure enemies to other locations. Use this to lure them out to an open area and limit damage to the city.



After a Grand Charge when energy is above the red zone.

◀Lure them out to the park behind the government building. If you do that, the damage will be minimal.

Tokyo



How to read the map

Ⓐ Kijin departure point	① main character
Ⓑ Enemy appearance point	

Event list

none

Episode 38

The Only Perfect Machine, Part 1

データ

Deployment pattern	choice	enemy name	centurion
基本報酬	—	special reward	—

—

flowchart

START Senjo Port

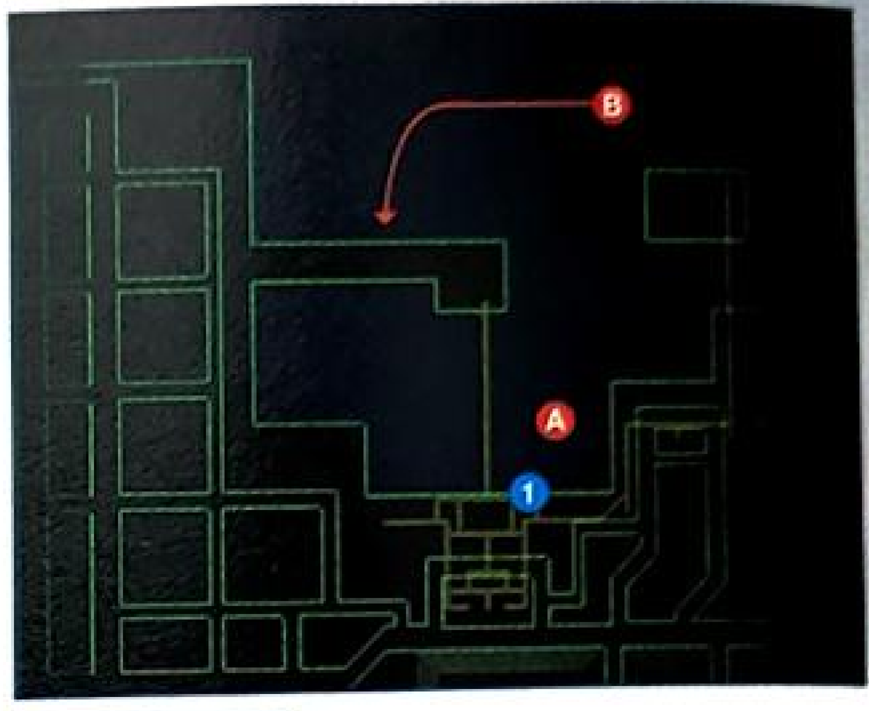
battle

clear

There are two clear conditions

If the robot you selected at the start of Story Mode is Lyall or Grang, this mission will occur. Here, you'll face a Centurion with far superior mobility, and in fact, this Centurion cannot be defeated. The mission clear condition is either that the Centurion uses its "Fist Cannon" after the robot has been downed three times, or that two minutes have passed since the start of the battle. If one of these two conditions is met, an event will occur and the mission will be cleared.

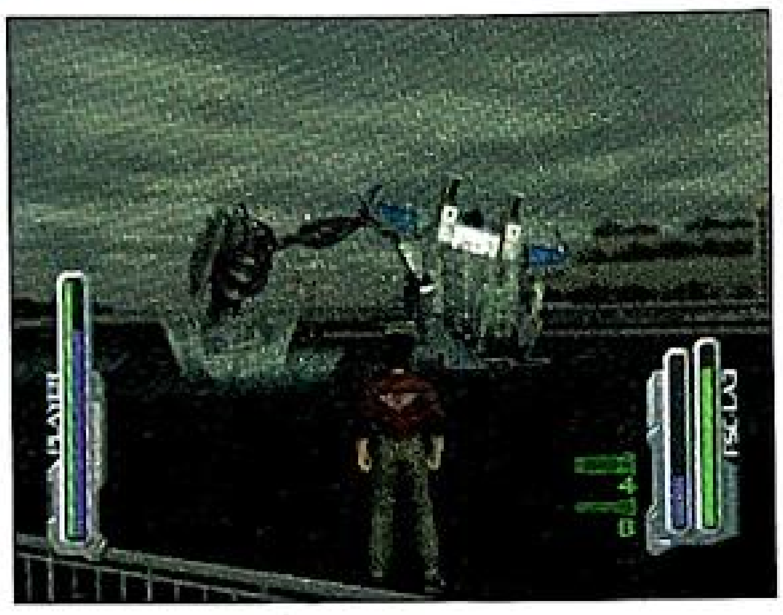
Senjo Port



How to read the map

- A Kijin departure point
- B Enemy appearance point
- 1 main character

◆The new Volgara and Centurion, which boast high mobility, make their first appearance.



⬅the
It is possible to clear

Event list

none

第19A話

centurion

data

Deployment pattern	Wawel	enemy name	centurion
Basic remuneration	15 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award
Misaki Heavy Industries Factory Award, Senjo Mayor's Award
Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

flowchart

START In front of the starting gate

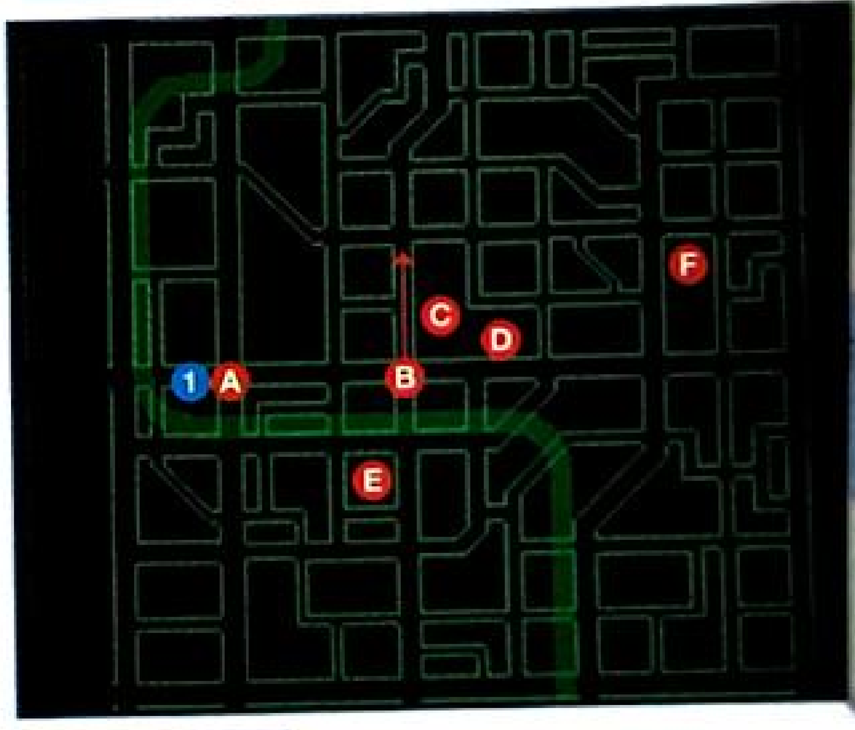
battle

clear

Defeat it in Genesis Mode!

If you select Wavel at the start of Story Mode, you'll branch off into this mission. The Centurion that appears here has excellent mobility, so unless you activate Wavel's Genesis Mode, you won't be able to defeat it, let alone inflict any damage. This Genesis Mode can finally be activated when Wavel's durability drops below half, triggering an event. Activating it somehow reduces the Centurion's mobility, making it easier to fight.

Senjo Shintoshin



How to read the map

- A Kijin departure point
- B Enemy appearance point
- C Misaki Heavy Industries Head Office Building
- D Misaki Heavy Industries First Factory
- E Senjo City Hall
- F Senjo Hospital
- 1 main character

◆Fight back against the powerful enemy Centurion in Genesis Mode, the human race-exterminating form.

⬅ character is positioned at the starting gate.
The building behind is good. The main

Event list

Misaki Heavy Industries headquarters building destroyed

ⅭMisaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

ⅭMisaki Heavy Industries Economic Points +1

第19B話 The only perfect machine Part 2

データ

Deployment pattern	Wawel	enemy name	centurion
基本報酬	15 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award / Misaki Heavy Industries Factory Award / Mayor Senjo Award / Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

flowchart

START In front of the starting gate

▼

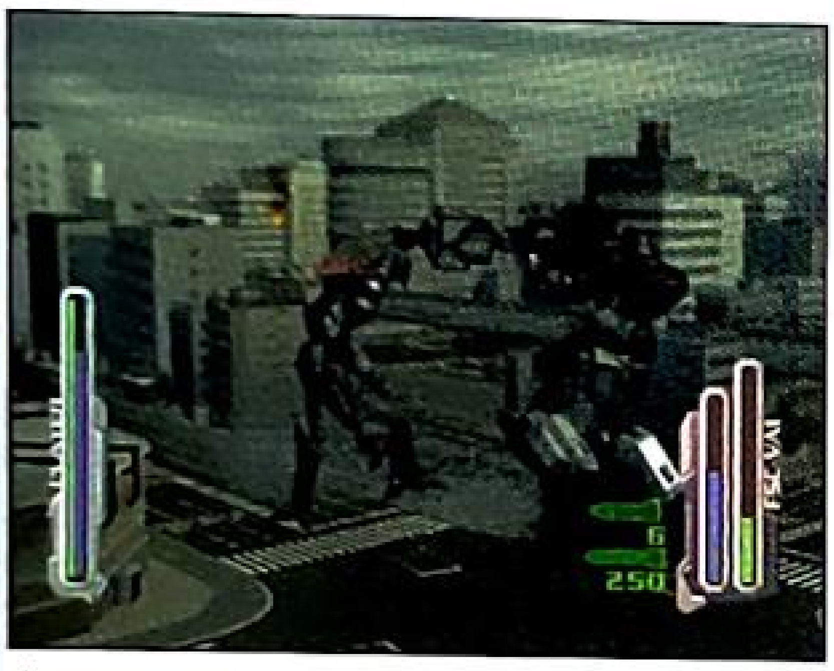
Machine Wawel appears

▼

battle

▼

clear



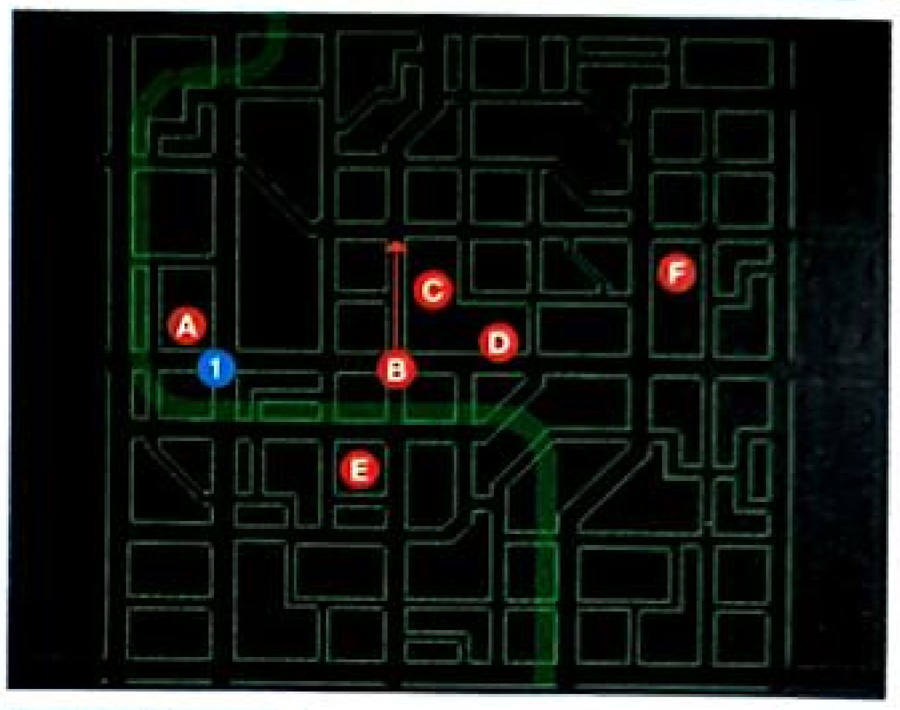
◆He fights using the strongest and only perfect robot, Wawel.

Get to know Wawel

If the robot you selected at the start of Story Mode is Lyall or Grang, you'll control Wawel and fight the Centurion, which you were unable to defeat in the first part. The Centurion's behavior pattern is to destroy some of the buildings around Misaki Heavy Industries before heading towards the robot. Since most of the buildings will be destroyed, give up on stopping it and place the protagonist in a building near the launch gate to prepare for battle. Then, follow Professor Wiltz's instructions and check your armament as you fight.

◆Volcanic Mode can be activated.
When durability decreases,

Senjo Shintoshin



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ Misaki Heavy Industries Head Office Building
- Ⓓ Misaki Heavy Industries First Factory
- Ⓔ Senjo City Hall
- Ⓕ Senjo Hospital
- ① main character

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroy Misaki Heavy Industries 1st Factory

Misaki Heavy Industries Economic Points +1

第20話 let's go to school

data

Deployment pattern	choice	enemy name	Cyclone Harrier x 2
Basic remuneration	20 billion yen	special reward	10.5 billion yen

Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize

flowchart

START residential area

▼

When I headed to school, I saw the first Psychic.
敵 Ron Harrier appears

▼

Press the select button to make the robot appear

▼

battle

▼

The second Cyclone Harrier
An enemy appears

▼

clear

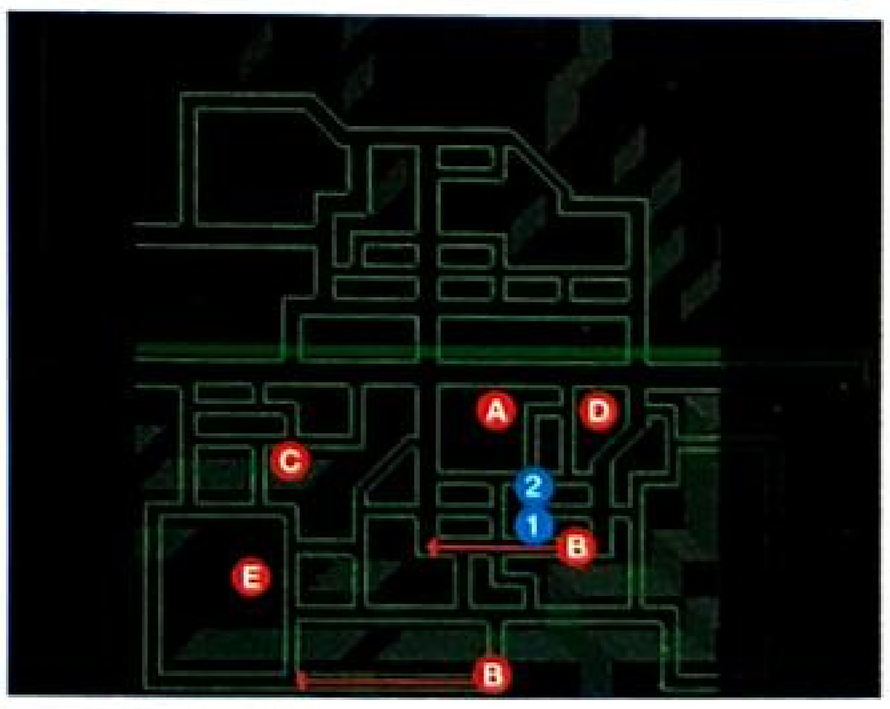
Walking to school together while having conversations

If you want to increase your romance points with Nanaho, approach her on the way to school and trigger a conversation. This conversation will occur twice, and listening to her the second time will increase your points. If you can get to school on time, you will also increase your points.

Deal with the two enemies with quick action.

A battle against two Cyclone Harriers. The enemies appear at different times, so you'll want to defeat the first one before the second one appears. To do this, as soon as the first one appears, head to the departure gate and board your robot to return to the school. Once you return, place the protagonist on the school roof and control the robot. In this mission, it's game over if the school is destroyed before the remaining people have finished evacuating. Of course, the enemies will target the school, so in battle it's important to use various punches to push them back and keep them away.

Senjo city



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ Panda Bakery
- Ⓓ Kaoruko's apartment
- Ⓔ Senjo Daiichi High School
- ① main character
- ② Nanaho

Event list

Destroy Panda Bakery to earn Nanaho economic points +1

Nanaho Love Points +1 Talk to Nanaho twice during school

Nanaho Love Points +1 Don't be late to school

Destroy the candy mansion to earn Kaoruko economic points +1

第21話 Nanaho water soup

data

Deployment pattern	choice	enemy name	Drill Laborer
Basic remuneration	10 billion yen	special reward	10.5 billion yen
	Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize		

flowchart

START In front of Nanaho's house

▼

buy ingredients at a convenience store

▼

When you head to Nanaho's house, Drill Rayvaler will appear. After that, press the select button to make the robot appear.

▼

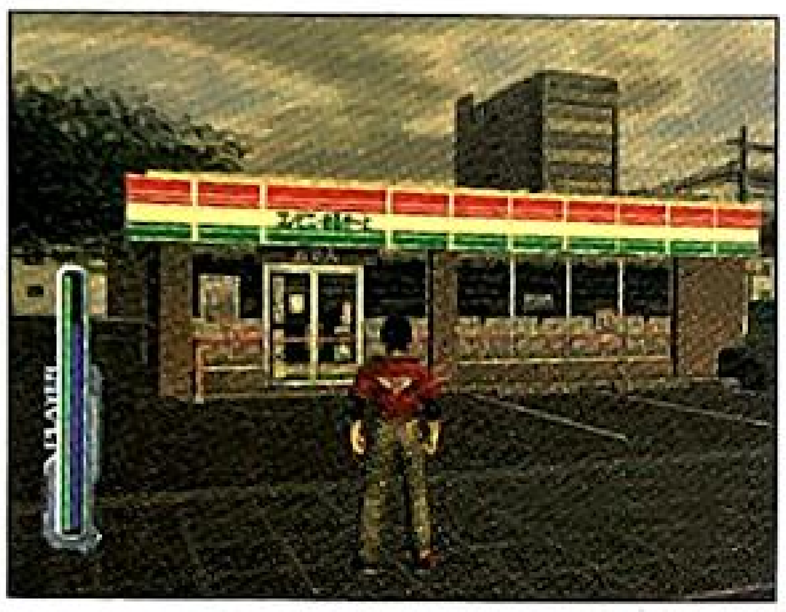
battle

▼

clear

Any convenience store is OK

After the protagonist becomes able to act, after a short time has passed, he will go to a convenience store for Nanaho. At this time, three red dots representing convenience stores will appear on the map, but the same event will occur no matter which convenience store you go to, so go to the nearest convenience store (※1).

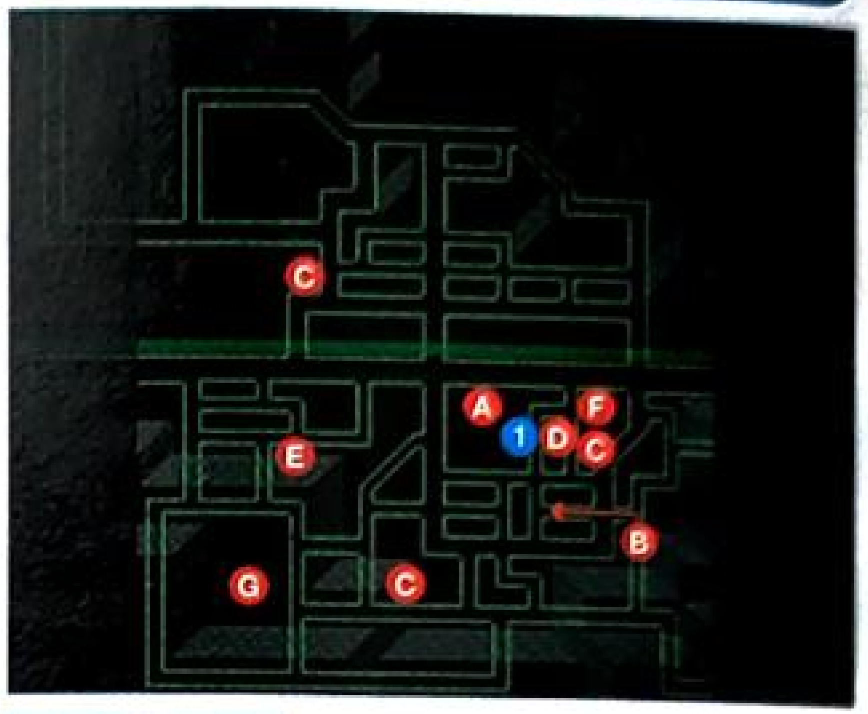


← The nearest convenience store is Nana It's behind Hono's house.

Protect Nanaho's House!

The Drill Laborer moves towards Nanaho's house. If Nanaho's house is destroyed, the game is over, so push them back with attacks.

Senjo city



How to read the map

Ⓐ Kijin departure point	Ⓕ Kaoruko's apartment
Ⓑ Enemy appearance point	Ⓖ Senjo Daiichi High School
Ⓒ Convenience store	① main character
Ⓓ Nanaho's house	
Ⓔ Panda Bakery	

Event list

Destroy Panda Bakery
€ Nanaho Economic Points +1
Destroy Kaoruko's apartment
€ Kaoruko Economic Points +1

Episode 22 Machineman's memory

data

Deployment pattern	choice	enemy name	Harrier 2
Basic remuneration	10 billion yen	special reward	10.5 billion yen
	Educational Enhancement Award	Minister of Construction Award or Senjo Peace Prize	

flowchart

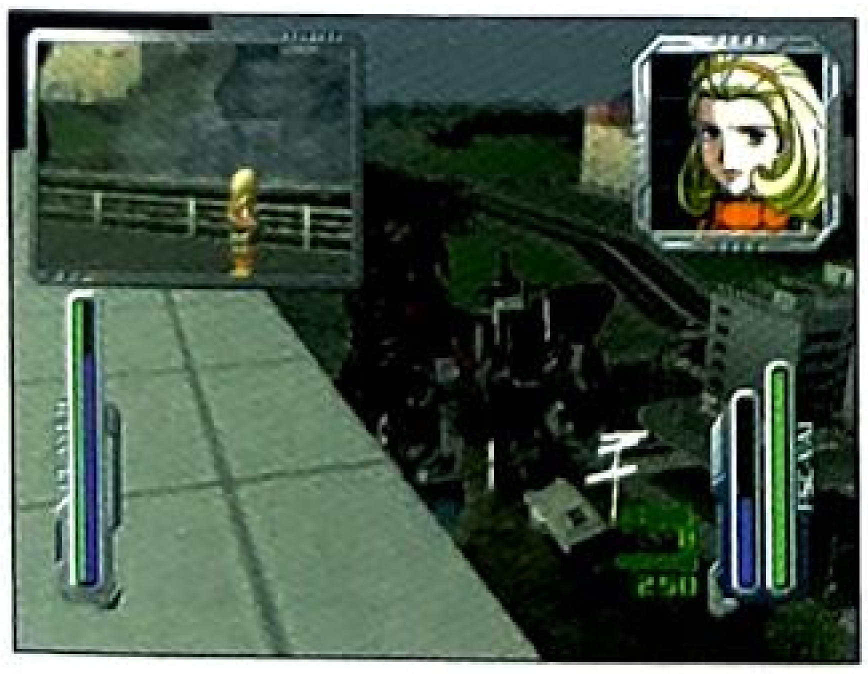
START In front of the Civilization Preservation Foundation

▼

battle

▼

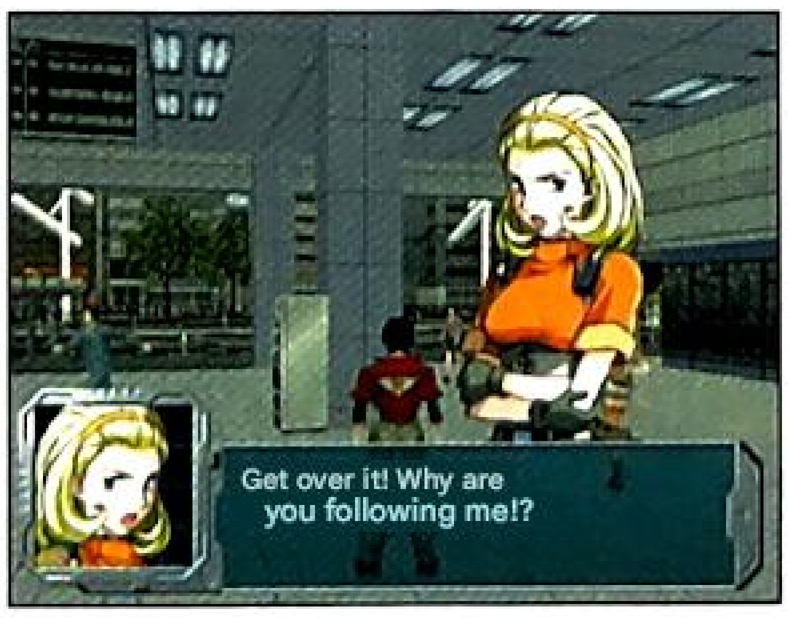
clear



↑In this mission only, be careful of the building where Eren is directing evacuation.

Eren is furious

When the protagonist is able to act, Eren heads to Nishisenjo Station to guide the citizens to safety. If you follow Eren, a conversation event will occur. There are four conversation events in total, and the fourth conversation will make Eren angry, causing his love points to decrease.



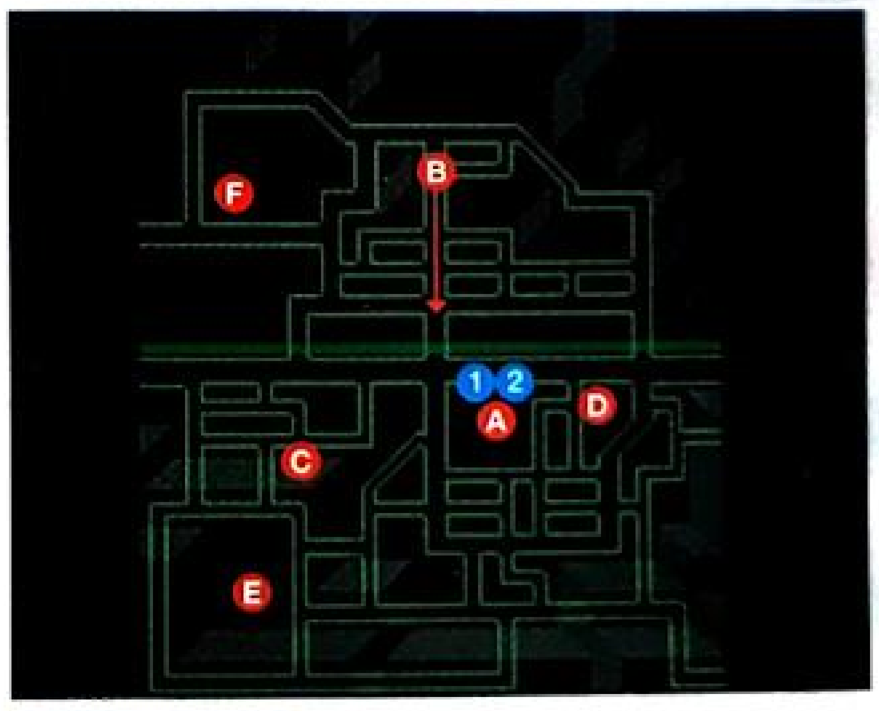
Get over it! Why are you following me!?

← Don't talk to her four times.

Follow Eren's evacuation instructions

If the train station, station building, or supermarket where Eren is heading to guide the evacuation is destroyed, the game will end, so be sure to protect these.

Senjo city



How to read the map

Ⓐ Kijin departure point	Ⓔ Senjo Daiichi High School
Ⓑ Enemy appearance point	Ⓕ supermarket
Ⓒ Panda Bakery	① main character
Ⓓ Kaoruko's apartment	② Ellen

Event list

Destroy Panda Bakery
€ Nanaho Economic Points +1
Destroy Kaoruko's apartment
Kaoruko's economic points +1
Talk to Ellen four times while she is guiding the evacuation
€ Ellen love points-1

---

*1: The same event will occur if you go to a supermarket or Yaoya instead of a convenience store.

第23話 bus stop

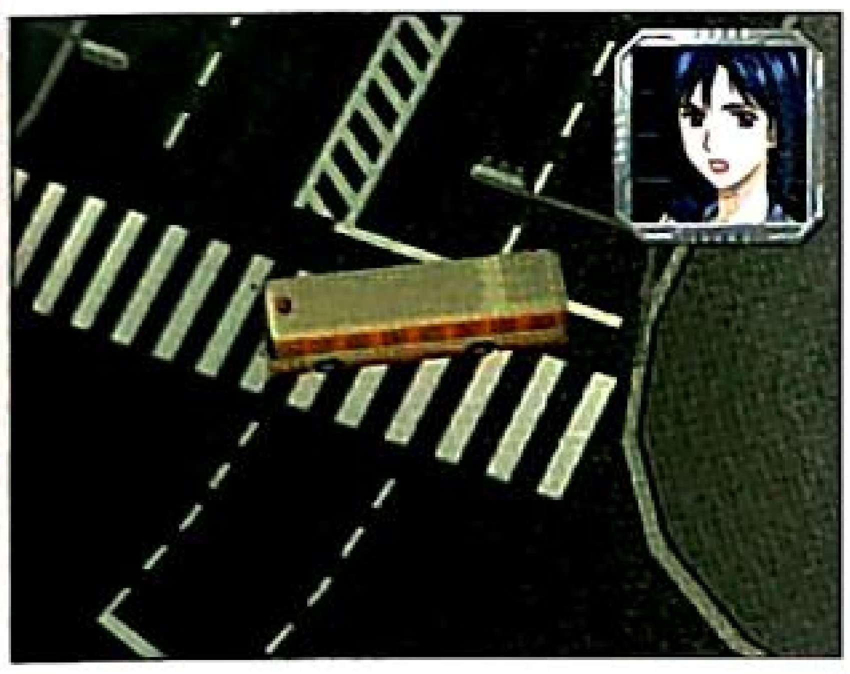
data

Deployment pattern	choice	enemy name	laborer
Basic remuneration	10 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award Misaki Heavy Industries Factory Award Mayor Senjo Award Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

flowchart

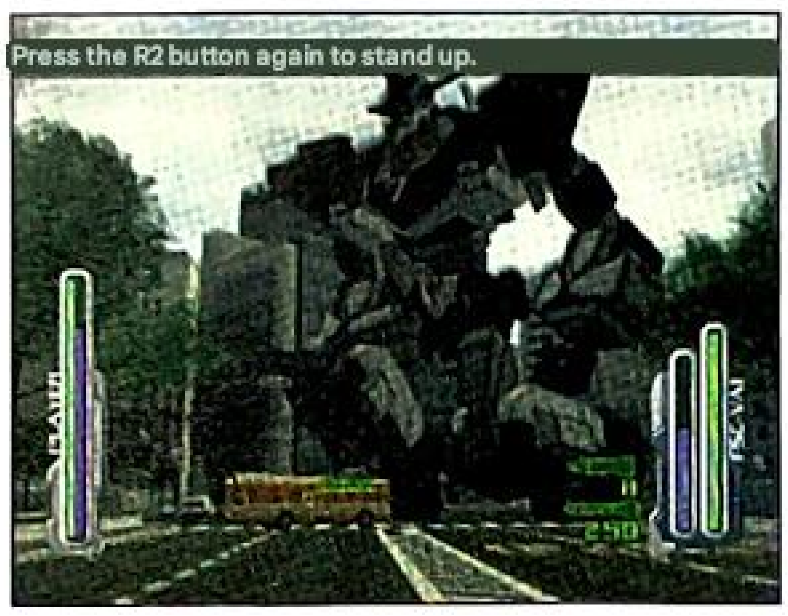
START In front of the starting gate
▼
battle
▼
Grab an evacuation vehicle
▼
clear



◆The evacuation vehicle used to safely evacuate people breaks down in the middle of the city.

Rescue the bus before the battle

Before starting the battle, rescue the broken-down evacuation vehicle in front of Misaki Heavy Industries' First Factory. To rescue, simply grab the vehicle. Once you've grabbed it, you can immediately place it down. However, if the vehicle is destroyed, it will be game over, so if the enemy is not approaching, place it in a safe place away from them.

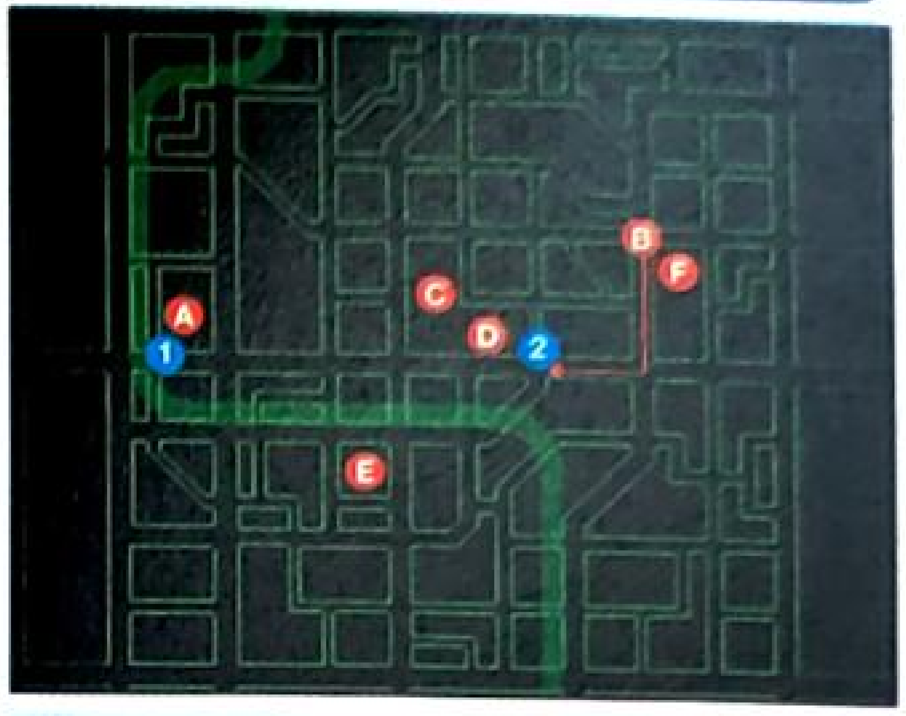


↑it. When you grab the bus,
Move it around and don't step on

Fighting away from the evacuation vehicle

If the evacuation vehicle is destroyed, the game is over. Fight by pushing back the Laborers heading towards the vehicle to prevent them from getting too close.

Senjo Shintoshin



How to read the map

- A Kijin departure point
- B Enemy appearance point
- C Misaki Heavy Industries Head Office Building
- D Misaki Heavy Industries First Factory
- E Senjo City Hall
- F Senjo Hospital
- 1 main character
- 2 evacuation vehicle

Event list

Destroy the Misaki Heavy Industries headquarters building. Increase Misaki Heavy Industries economic points by 1.

Destroy Misaki Heavy Industries' First Factory. Increase Misaki Heavy Industries' economic points by 1.

Grab an evacuation vehicle and get +1 Eren romance points

Episode 24 black one

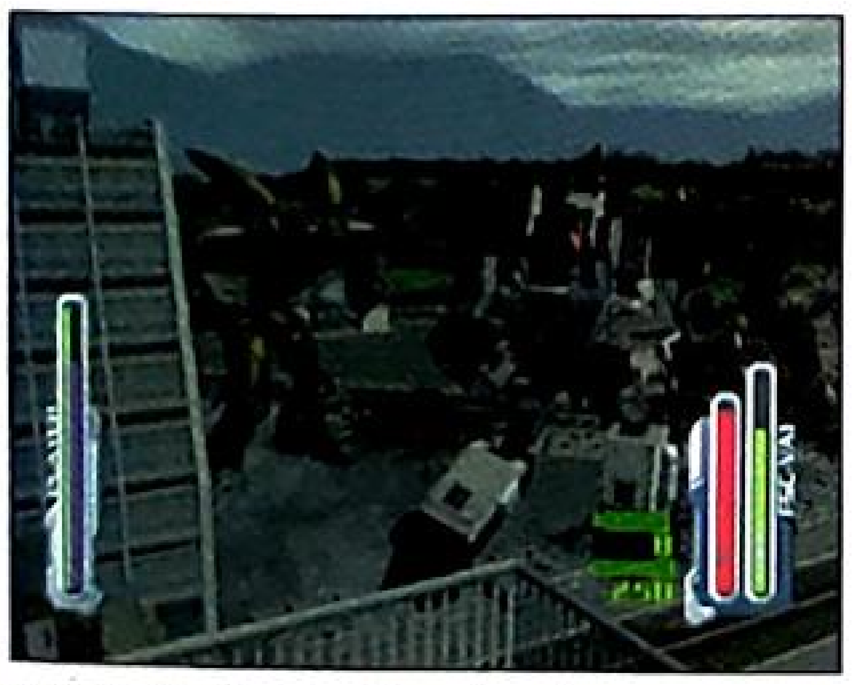
data

Deployment pattern	Wawel enemy name	Laborer x 2
Basic remuneration	10 billion yen special reward	10.5 billion yen

Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize

flowchart

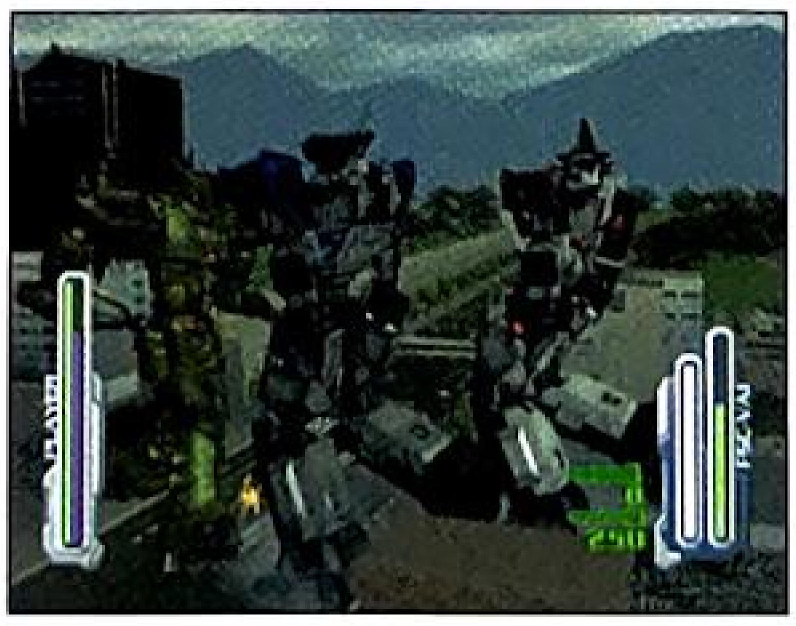
START In front of the starting gate
▼
battle
▼
Valdur appears
▼
clear



◆While fighting two Rayvalers that appeared simultaneously in Senjo City...

Valdur appears

The two Laborers will head north, destroying buildings as they go. Approach one of them and lure it with attacks, then focus your attacks on it. When the durability of either the Laborer or Wavel falls below a certain level, Valdr will appear.

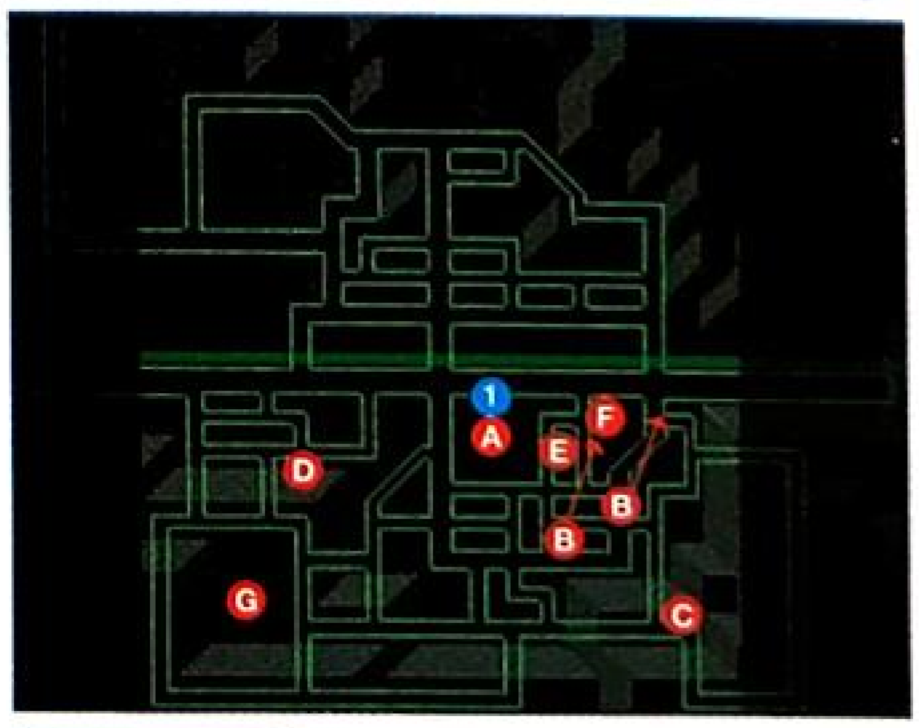


↑ robot similar to Wavel, V
Aldol will provide support. A

Leave the fighting to Valdr

Valdor will keep moving until you defeat Rayvalar, so you can let the robot escape and let Valdor take over the fighting. You can also use this time to destroy buildings related to economic points.

Senjo city



How to read the map

- A Kijin departure point
- B Enemy appearance point
- C Valdre Appearance point
- D Panda Bakery
- E Nanaho's house
- F Kaoruko's apartment
- G Senjo Daiichi High School
- 1 main character

Event list

Destroy Panda Bakery - Nanaho Economic Points +1

Destroy Nanaho's house. Nanaho's economic points +1

Destroy Kaoruko's apartment. Kaoruko's economic points +1.

第25話 Ellen Bullnose

data

Deployment pattern	choice	enemy name	centurion
Basic remuneration	15 billion yen	special reward	10.5 billion yen
Educational Enhancement Award	Minister of Construction Award or Senjo Peace Prize		

flowchart

START In front of the Civilization Preservation Foundation

▼

Talk to Ellen in front of the convenience store

▼

Centurion appears

▼

Press the select button to make the robot appear

▼

battle

▼

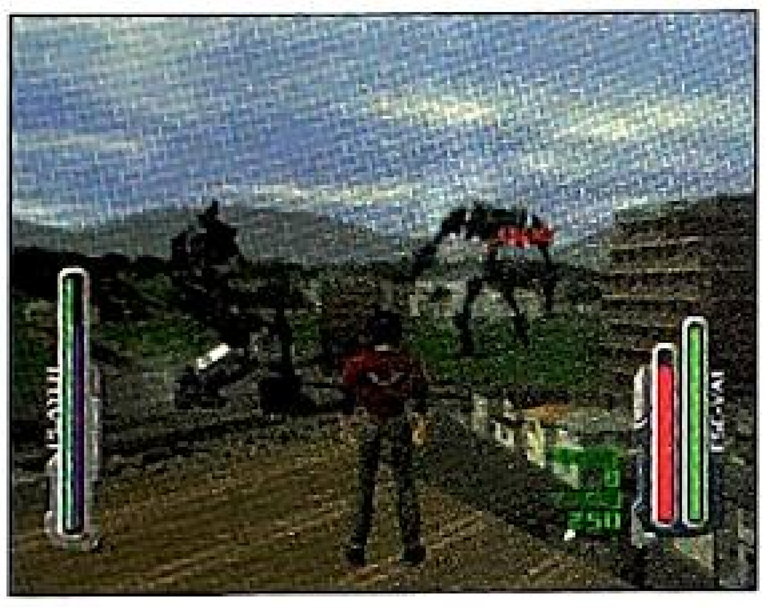
clear

Destroy the building before talking to Eren

If you want to increase your economic points, destroy the buildings related to Ellen before meeting her at the convenience store. If Ellen's love points are 1 or higher, Ellen's conversation will change after clearing the game.

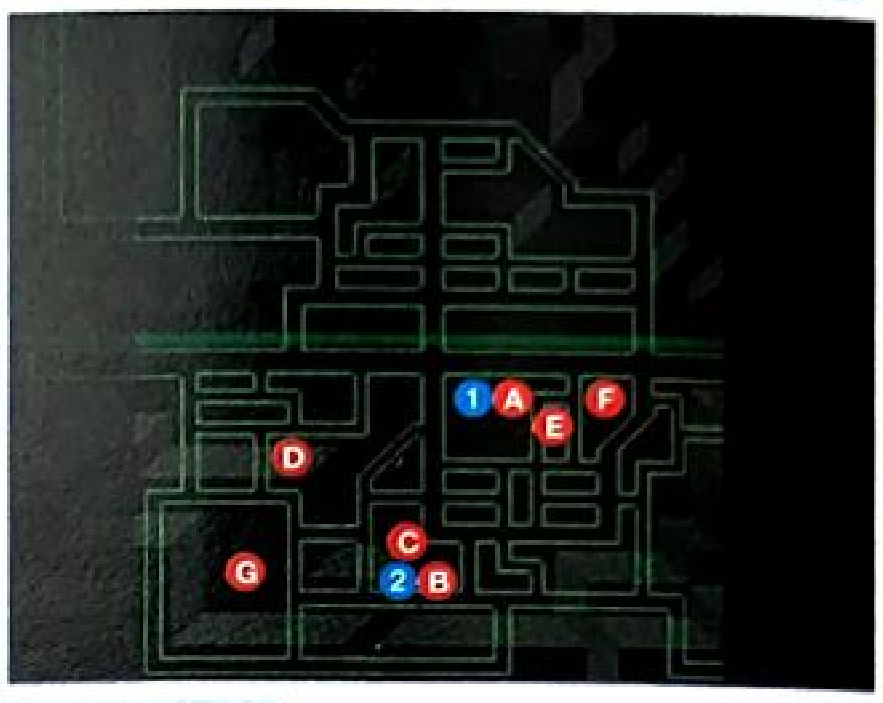
Let's return to the robot launch point.

The Centurion will attack the protagonist, so use the protagonist to guide the Centurion close to the robot's launch point and have the Centurion target the robot. After this, place the protagonist in a location where it is easy to control the robot.



◀You can operate it from above. There are few tall buildings, so the foundation

Senjo city



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ Convenience store
- Ⓓ Panda Bakery
- Ⓔ Nanaho's house
- Ⓕ Kaoruko's apartment
- Ⓖ Senjo Daiichi High School
- ① main character
- ② Ellen

Event list

Destroy Panda Bakery to earn Nanaho economic points +1

Destroy Nanaho's house. Nanaho's economic points +1.

Destroy the candy mansion to earn Kaoruko economic points +1

第26話 Volgara

data

Deployment pattern	choice	enemy name	Harrier
Basic remuneration	10 billion yen	special reward	15 billion yen
Misaki Heavy Industries Award	Misaki Heavy Industries Factory Award, Senjo Mayor's Award, Red Wing Cross Award, Minister of Construction Award or Senjo Peace Prize		

flowchart

START 発 In front of Susumu Gate

▼

Satellite machine at reporting location

conversation with

▼

Talk to Masaru in front of the Misaki Heavy Industries headquarters building

▼

Talk to the satellite machine in front of the Misaki Heavy Industries headquarters building

▼

Destroying a satellite machine in the stadium will cause a Harrier to appear.

▼

Press the machine select button to make the robot appear

▼

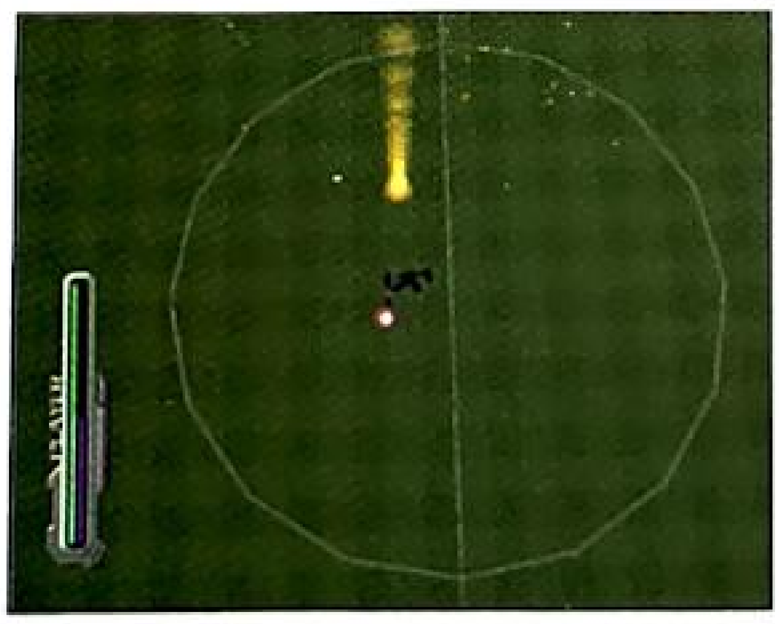
battle

▼

clear

Beware of satellite machines

In this mission, an enemy called the Satellite Machine appears in front of the Misaki Heavy Industries headquarters building and attacks the protagonist. Avoid this attack by moving parallel to the ground and counterattack with a grenade.

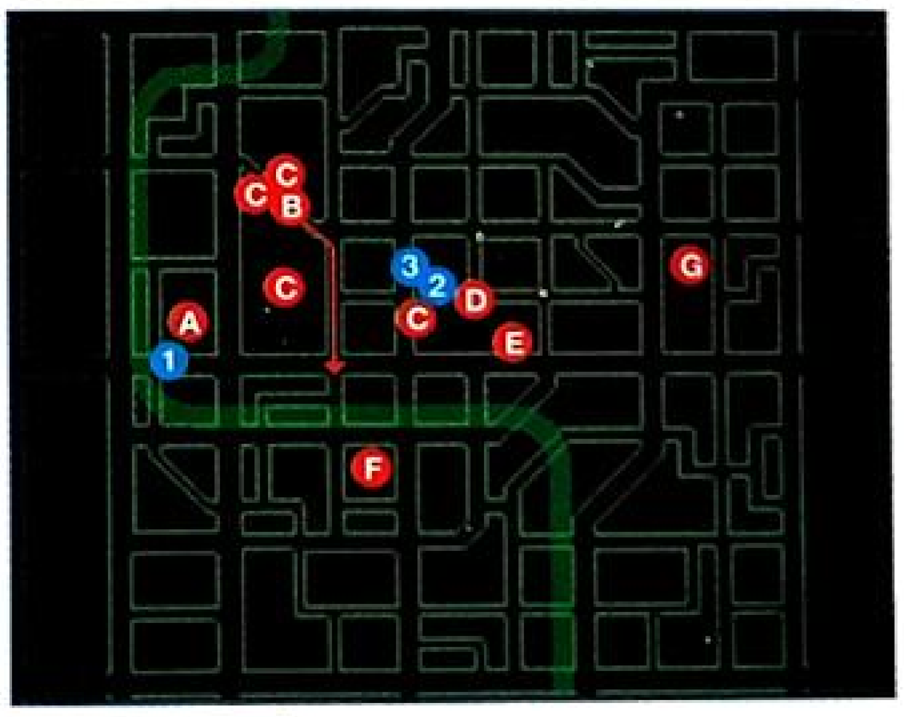


◀The grenade's trajectory can be adjusted by moving the

Ignore the remaining satellite machines

Three Satellite Machines will appear during the battle, and destroying them will shut down Harrier's best Phantom Defense. However, this system is not used in close combat, so you can ignore the Satellite Machines.

Senjo Shintoshin



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ satellite machine
- Ⓓ Misaki Heavy Industries Head Office Building
- Ⓔ Misaki Heavy Industries First Factory
- Ⓕ Senjo City Hall
- Ⓖ Senjo Hospital
- ① main character
- ② Victory
- ③ Kanaya

Event list

Misaki Heavy Industries headquarters building destroyed

Ⓔ Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Ⓔ Misaki Heavy Industries Economic Points +1

Episode

27 fortress

データ			
Deployment pattern	Grangu	enemy name	laborer
基本報酬 [Basic remuneration]	10 billion yen	special reward	15 billion yen
	Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize		

flowchart

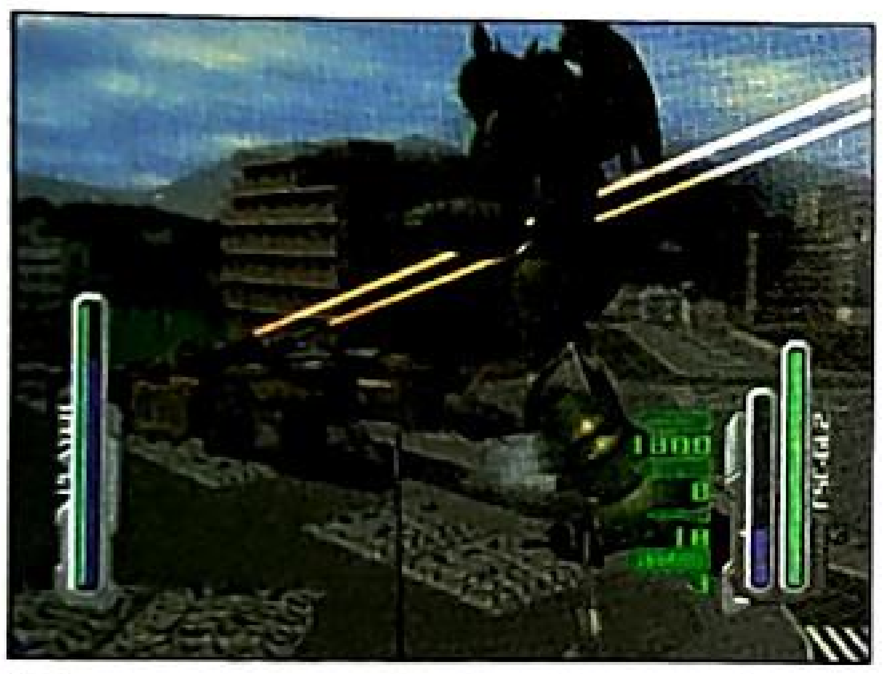
START In front of the starting gate

▼

battle

▼

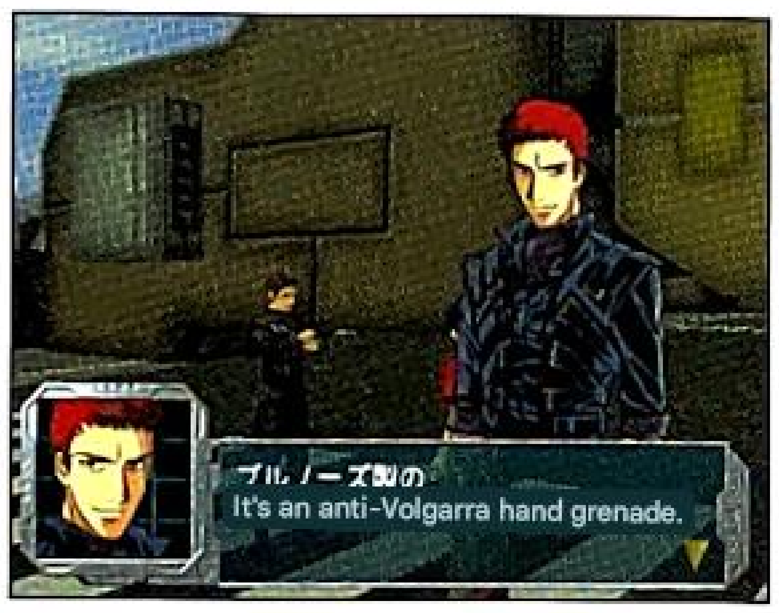
clear



◆He sets out in Grang, but is unable to transform and has to fight in Fortress mode.

Damage source is grenades

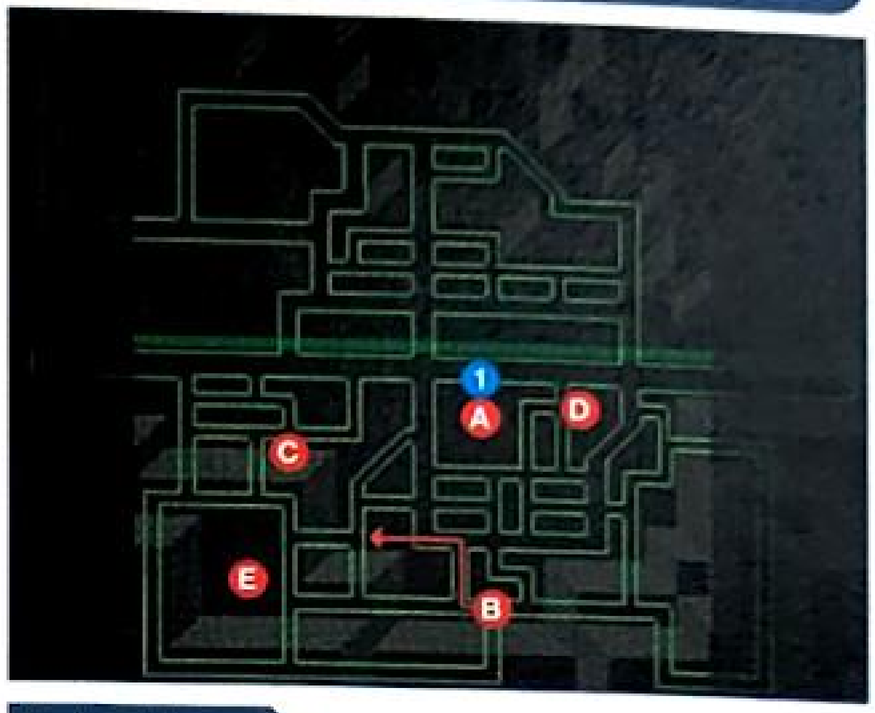
This mission requires you to deploy a Grang, and you will only be fighting in Fortress Mode. In this mode, you will be unable to attack if you run out of energy or ammo, so the main attack will be the protagonist's grenades. When attacking, have the protagonist ride in the front center of the Grang, stay close to the Rayvaler, and keep throwing grenades without getting off the Grang. The Grang's Fortress Mode is low, so the Rayvaler's attacks cannot reach it, allowing you to attack safely.



ブルノーズ製の
It's an anti-Volgarra hand grenade.

◆a grenade. ……
He comes to help with

Senjo city



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ Panda Bakery
- Ⓓ Kaoruko's apartment
- Ⓔ Senjo Daiichi High School
- ❶ main character

Event list

Destroy Panda Bakery

⊖Nanaho's economic points +1

Destroy Kaoruko's apartment

⊖Kaoruko Economic Points +1

Episode 20

unreachable voice

data			
Deployment pattern	choice	enemy name	laborer
Basic remuneration	10 billion yen	Special reward	10.5 billion yen
	Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize		

flowchart

START In front of the starting gate

▼

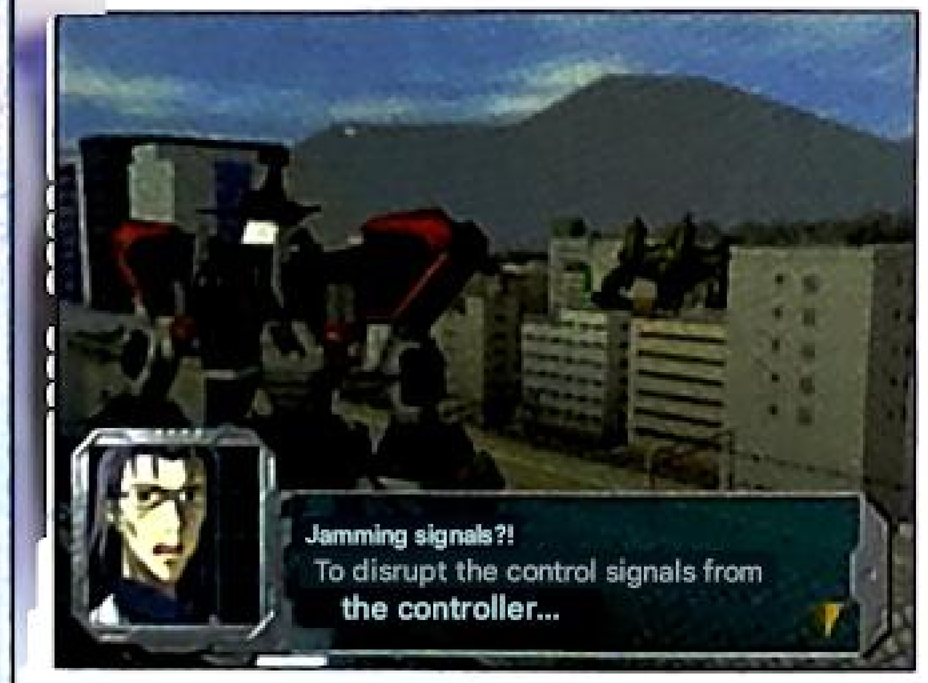
battle

▼

Destroy 6 jamming devices

▼

clear



Jamming signals?!
To disrupt the control signals from
the controller...

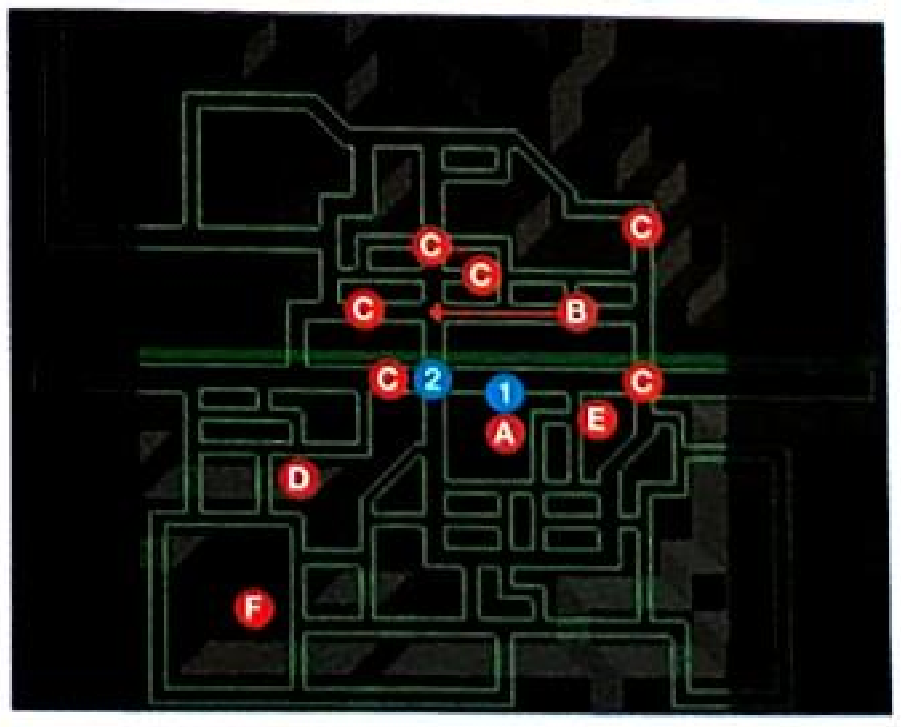
Due to a jamming signal generator, the robot becomes unable to be controlled.

Destroy equipment efficiently

After a certain amount of time has passed since the protagonist becomes able to act, an event will occur and the robot will no longer be able to be controlled. This is due to a jamming device that appears after the event. You will not be able to control the robot unless you destroy this, so first go and destroy the device using a grenade. On your way to destroy it, Souya will appear and help you. Souya will destroy the devices in order, starting with those on the east side of the city, so it is a good idea to destroy the devices in the opposite direction from Souya, in front of the station, in front of the station building, and on the north side of the city.

◆destroy up to four equipment. ……
It takes time, but Kanaya can

Senjo city



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ jamming wave generator
- Ⓓ Panda Bakery
- Ⓔ Kaoruko's apartment
- Ⓕ Senjo Daiichi High School
- ❶ main character
- ② Kanaya

Event list

Destroy Panda Bakery

⊖Nanaho Economic Points +1

Destroy Kaoruko's apartment

⊖Kaoruko Economic Points +1

第29話 close combat

data			
Deployment pattern	choice	enemy name	siren
Basic remuneration	10 billion yen	special reward	10.5 billion yen

Misaki Heavy Industries Award Misaki Heavy Industries Factory Award Mayor Senjo Award Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

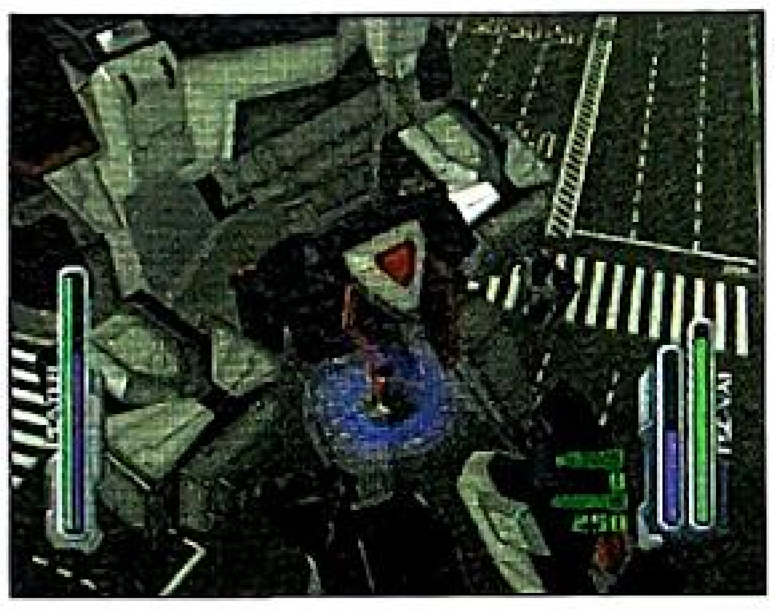
flowchart

- **START** In front of the starting gate
- battle
- clear

◆The new Volgara's siren is a formidable enemy, as it is itself a jamming signal generator.

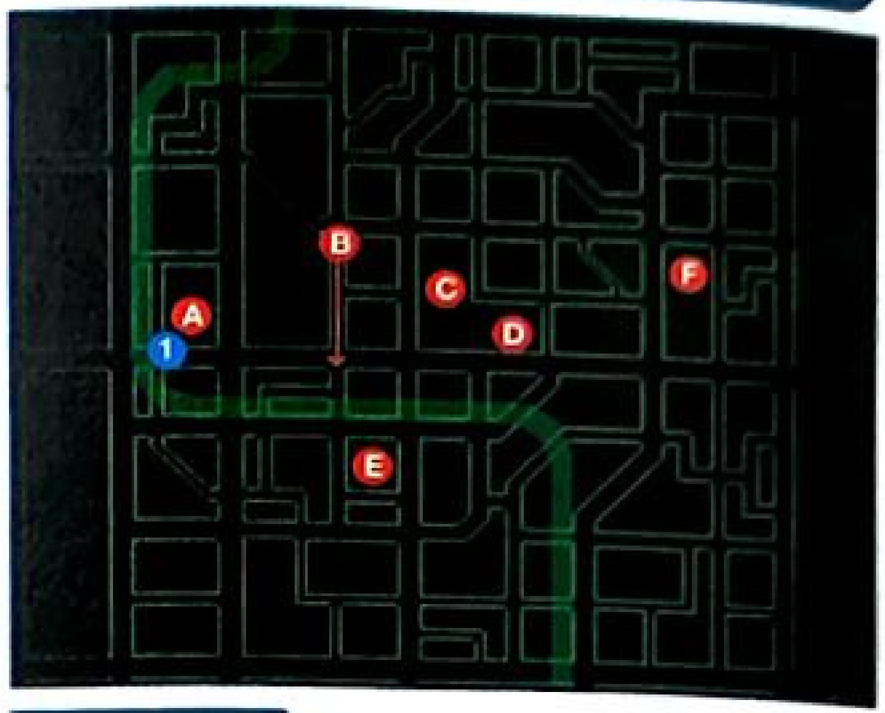
Always operate above the robot's head

The siren that only appears in this mission emits jamming signals, so the robot will always be fighting while receiving jamming signals, just like in episode 28. Fortunately, from this mission onwards, you can ignore the jamming signals and control the robot within 20 meters of it, but this distance is very narrow, and if you control it from a rooftop, the robot will quickly leave the range. Therefore, it is recommended that you always control the robot from above its head. The view is a little poor, but you can fight without worrying about the control range.



← If you are attacked while riding, quickly leave.

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point	Ⓕ Senjo Hospital
Ⓑ Enemy appearance point	① main character
Ⓒ Misaki Heavy Industries Head Office Building	
Ⓓ Misaki Heavy Industries First Factory	
Ⓔ Senjo City Hall	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

Episode 30 "Otawara Kyoji's Ambition Otawara

data			
Deployment pattern	choice	enemy name	Fire Rayparr
Basic remuneration	10 billion yen	special reward	10.5 billion yen

Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize

flowchart

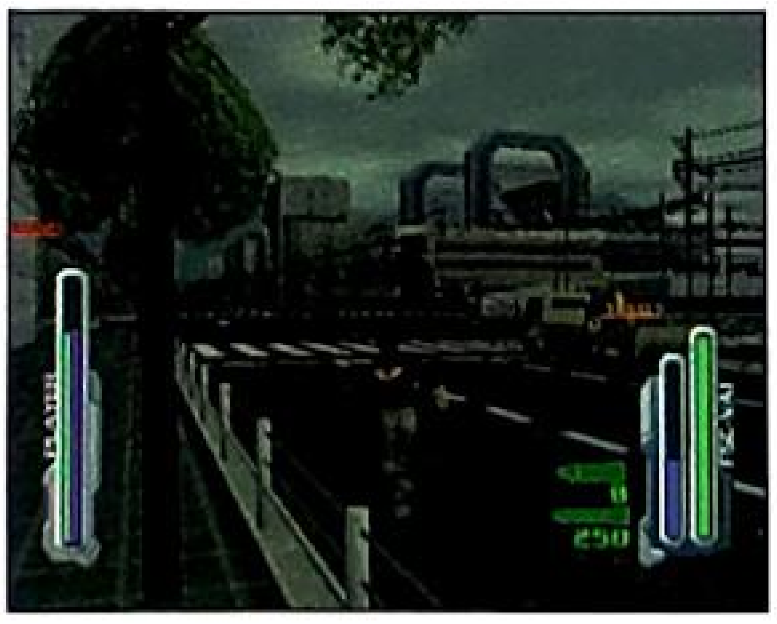
- **START** In front of the starting gate
- battle
- Head to Otawara Shoji
- Destroy the jamming device on the truck
- clear

^^ ,
Treasure, treasure.

◆Otawara discovers the remaining jamming device and takes it with him.

Destroy the truck's cargo

Otawara will load the jamming devices remaining in the field onto a truck and take them away. The truck will follow a set route, stopping next to supermarkets, train stations, Panda Bakery, etc. Get to these locations first, destroy the truck, and then take control of the robot.

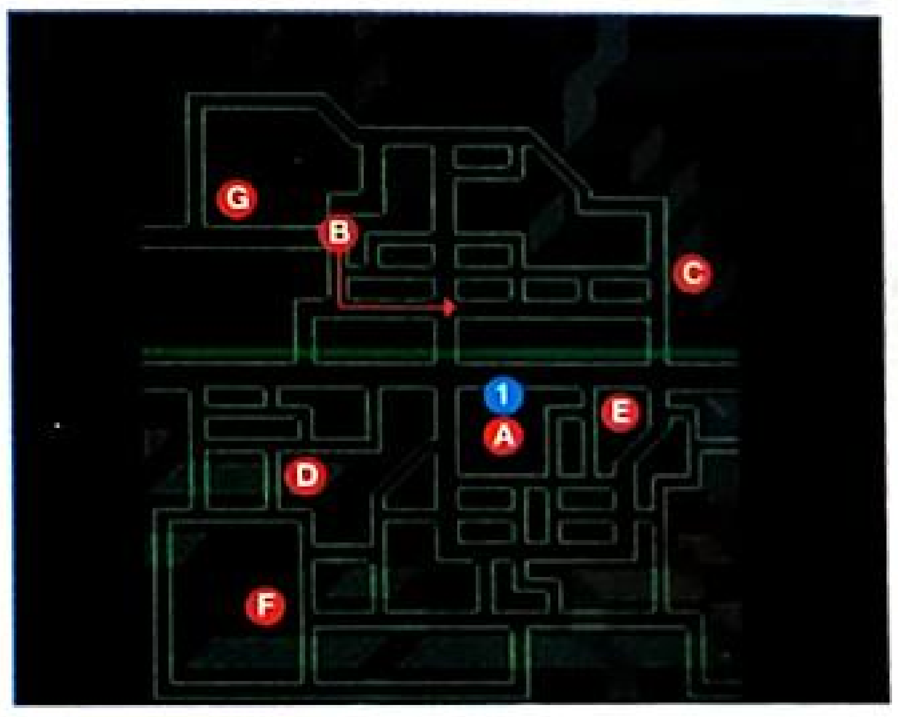


The truck will then stop temporarily. The truck will arrive in front of a station or other location.

Using the absolute control zone is also an option.

You can control the robot within 20 meters without destroying the truck, so you can fight while standing on its head.

Senjo city



How to read the map

Ⓐ Kijin departure point	Ⓕ Senjo Daiichi High School
Ⓑ Enemy appearance point	Ⓖ supermarket
Ⓒ jamming wave generator	① main character
Ⓓ Panda Bakery	
Ⓔ Kaoruko's apartment	

Event list

Destroy Panda Bakery

Nanaho Economic Points +1

Destroy Kaoruko's apartment

Kaoruko Economic Points +1

Episode 33

"Guardian and Destroyer

データ

Deployment pattern	choice	enemy name	centurion
基本報酬	15 billion yen	special reward	10.5 billion yen
	Educational Enhancement Award	Minister of Construction Award or Senjo Peace Prize	

flowchart

START Senjo Daiichi High School schoolyard

Head to the Baron Cafe with Nanaho

Head to Otawara Shoji and you'll see a Centurion

Press the select button to make the robot appear

battle

clear

Nanaho's other part-time job

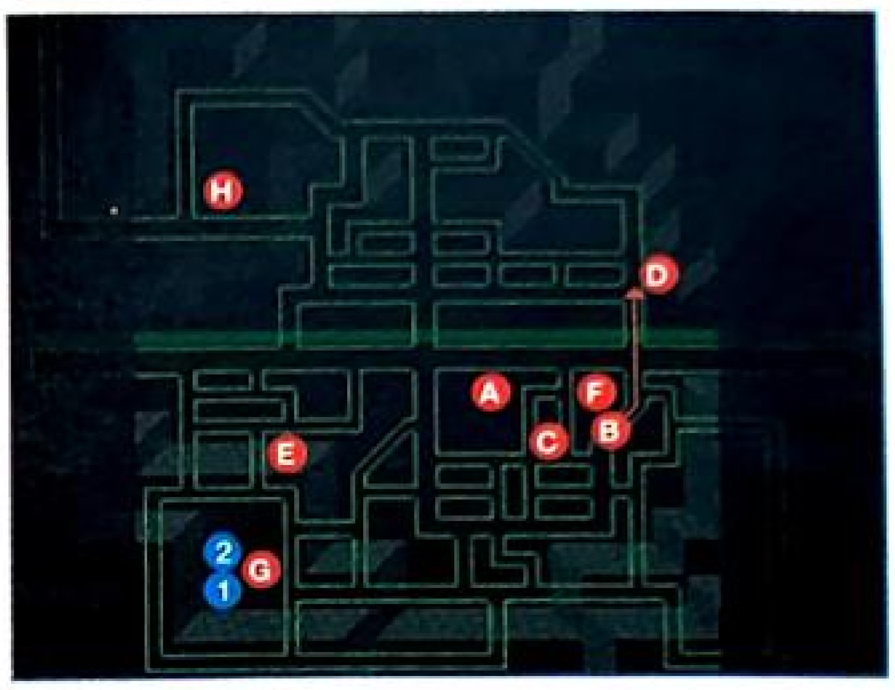
In this mission only, Nanaho will work part-time at the Baron Cafe. This building also affects economic points, so keep that in mind. Also, destroying Otawara Trading will increase Nanaho's love points. If you're aiming for the Nanaho epilogue, you can destroy it after the robot launches.

Control the robot from Otawara Shoji

Since the Centurion will not move from the area around Otawara Trading, it is best to control the robot from the roof of Otawara Trading, where it is easier to grasp the situation.

◆It is safe because it does not attack things.

Senjo city



How to read the map

A Kijin departure point	F Kaoruko's apartment
B Enemy appearance point	G Senjo Daiichi High School
C Cafe Baron	H supermarket
D Otawara Shoji	1 main character
E Panda Bakery	2 Nanaho

Event list

Destroy the Baron Cafe. Nanaho gains 1 economic point.

Destroy Otawara Trading Co., Ltd. loses 1 economic point.

⋐ Nanaho love points +1 (※1)

Destroy Panda Bakery to earn Nanaho +1 economic points. Destroy Kaoruko's apartment to earn Kaoruko +1 economic points.

Episode 32

Yaoya's crisis

data

Deployment pattern	choice	enemy name	Drill Laborer
Basic remuneration	10 billion yen	special reward	10.5 billion yen
	Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize		

flowchart

START Around Yaoya

When you head to the supermarket, Drill Laborer and the robot appear.

battle

clear

◆Layvaler, who travels using the Phantom System, targets Yaoya.

Nanaho's new part-time job

From this mission onwards, Nanaho's part-time job will change from Panda Bakery to Yaoya. When increasing Nanaho's economic points, be careful not to destroy the wrong buildings.

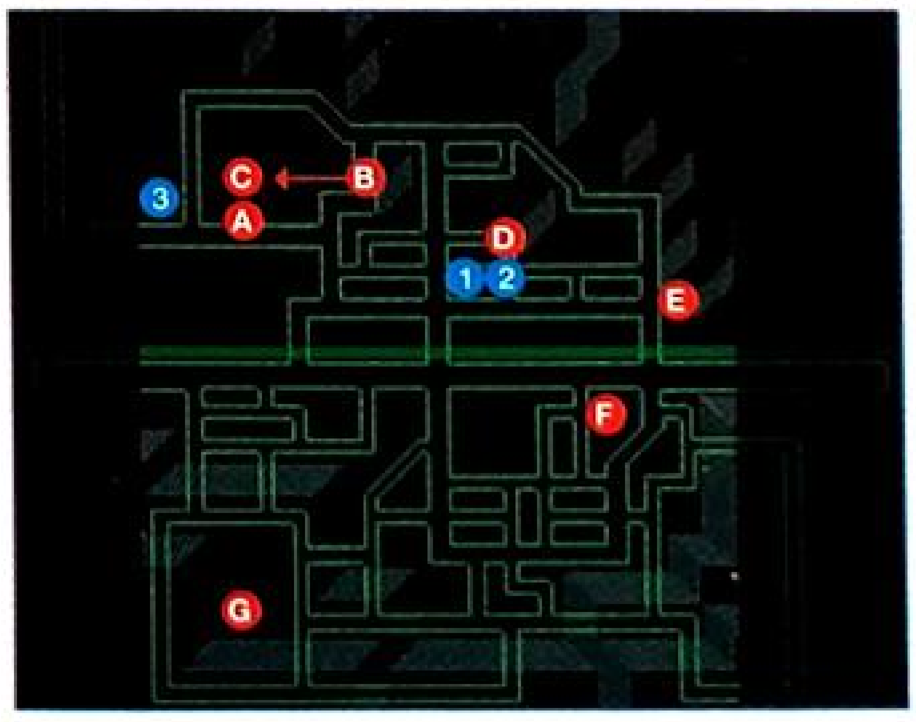
(I could just destroy it with a robot...)

◆There are also points available at supermarkets.

Choose Lyall

Over time, the Drill Laborer will move to the area around Otawara Trading Company using Phantom Defense. If you move to this area in advance using Lyall's Fortress Mode, you can fight while minimizing damage to the city.

Senjo city



How to read the map

A Kijin departure point	F Kaoruko's apartment
B Enemy appearance point	G Senjo Daiichi High School
C supermarket	1 main character
D Yaoya	2 Nanaho
E Otawara Shoji	3 Ellen

Event list

Destroy the supermarket. Nanaho gets +1 love point (※2).

Destroy Yaoya to earn Nanaho economic points +1

Destroying Otawara Shoji Nanaho Economic Point-1

⋐Nanaho Love Points +1

Destroy Kaoruko's apartment. Kaoruko's economic points +1.

---

*1: If you destroy the supermarket and "Nanaho's part-time job collapses, part 3" (see page 029) does not occur, Nanaho's romance points will be increased by +1. *2: If the supermarket is destroyed, Nanaho's economic points will be reduced by -1.

Episode 33

Battle of Chihayayama

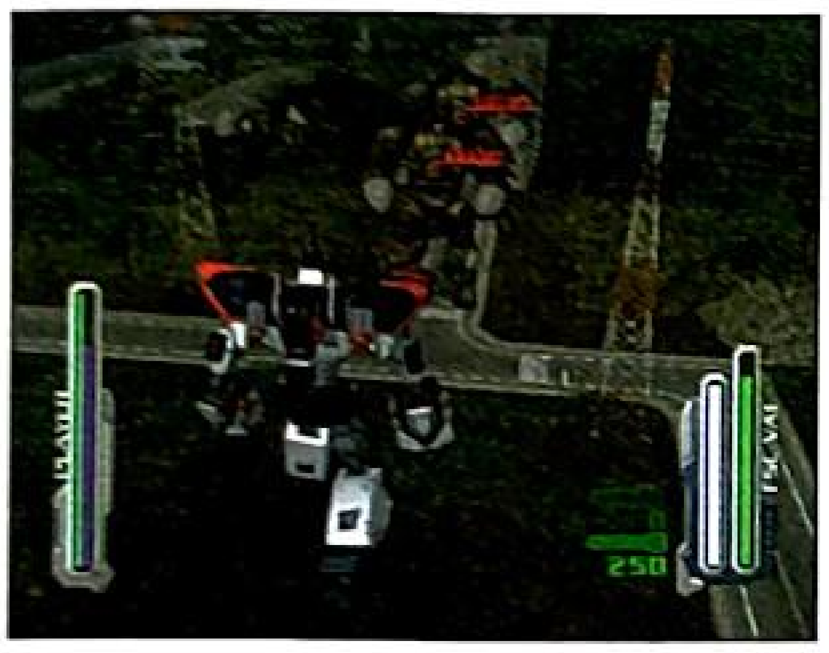
data

Deployment pattern	Wawel	敵	Harrier x3
Basic remuneration	30 billion yen	special reward	10 billion yen

Minister of Construction Award or Senjo Peace Prize

flowchart

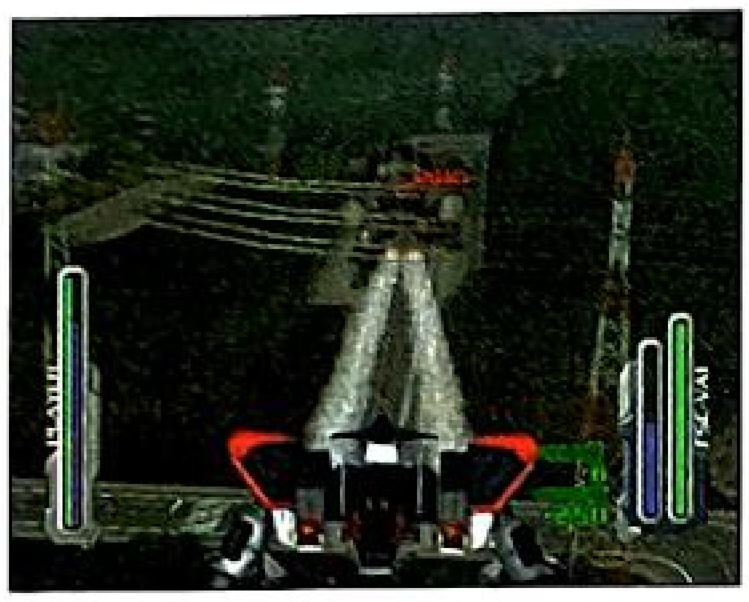
- START Around Lake Chihaya
- battle
- Valdur appears
- clear



◆The first battle at Mt. Chihaya. You will fight against three Harriers.

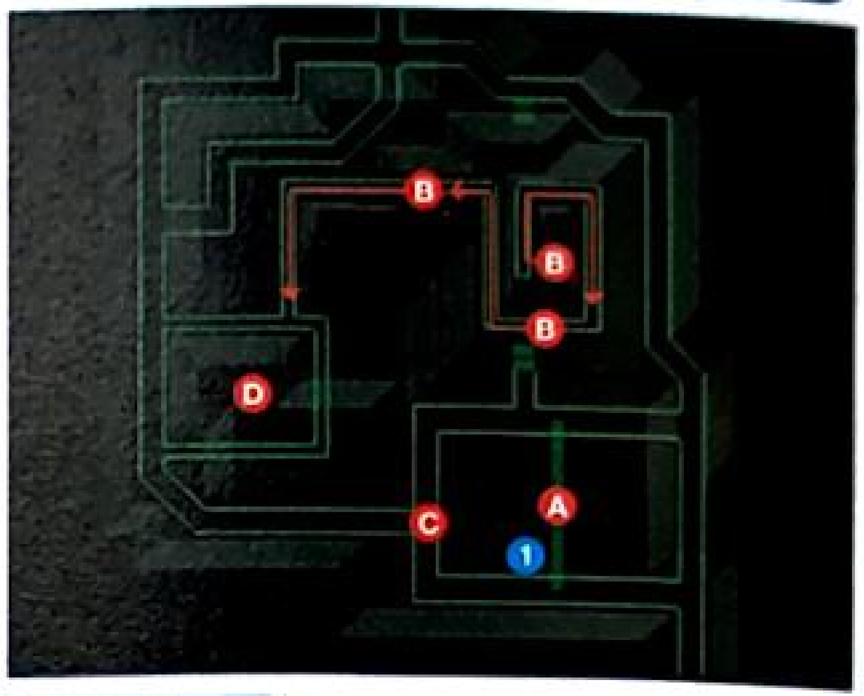
Defeat all three in front of the plant

A fierce battle against three Harriers. The Harriers are far apart, so there's no need to fight them all at the same time. Place the protagonist on the pillar of the geolite mining plant, then place a robot on the path the Harriers will walk along, and defeat the Harriers heading towards the plant one by one. If you can defeat them quickly, you can always fight one-on-one. If you find it difficult to deal with three, make use of Valdr, who will come to your aid when the robot's endurance falls below a certain value.



◆Shooting is effective. Use of Phantom Defense is rare.

Chihayayama



How to read the map

A Kijin departure point	D For geolite mining plant
B Enemy appearance point	1 main character
C Valdre Appearance point	

Event list

none

Episode 34

"Second Memory"

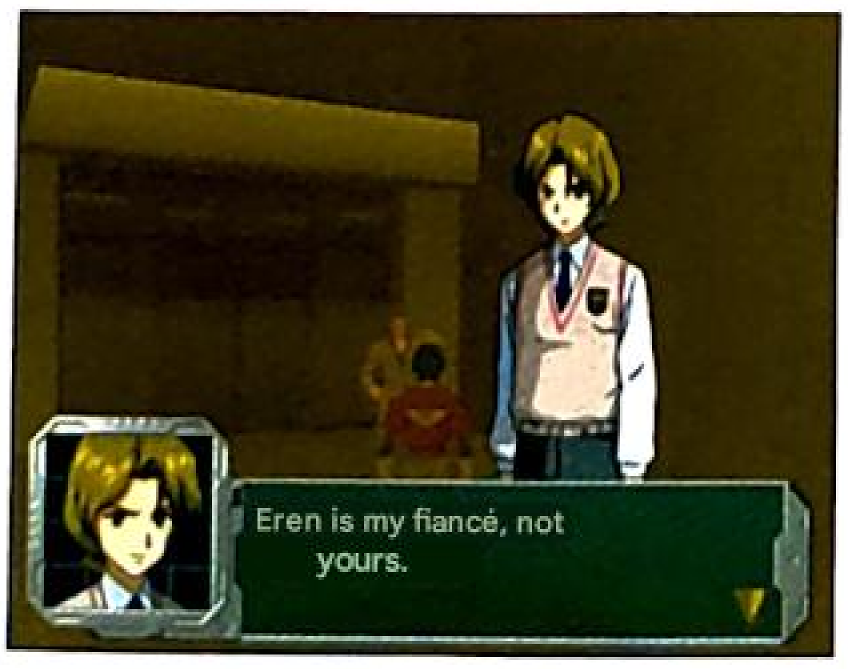
data

Deployment pattern	—	enemy name	—
Basic remuneration	—	special reward	—

—

flowchart

- START In front of Nanaho's house
- Talk to Nanaho in front of her house
- Talk to Ellen in front of Bullnose Japan Building
- Talk to Katsu in front of Bullnose Japan Building
- clear

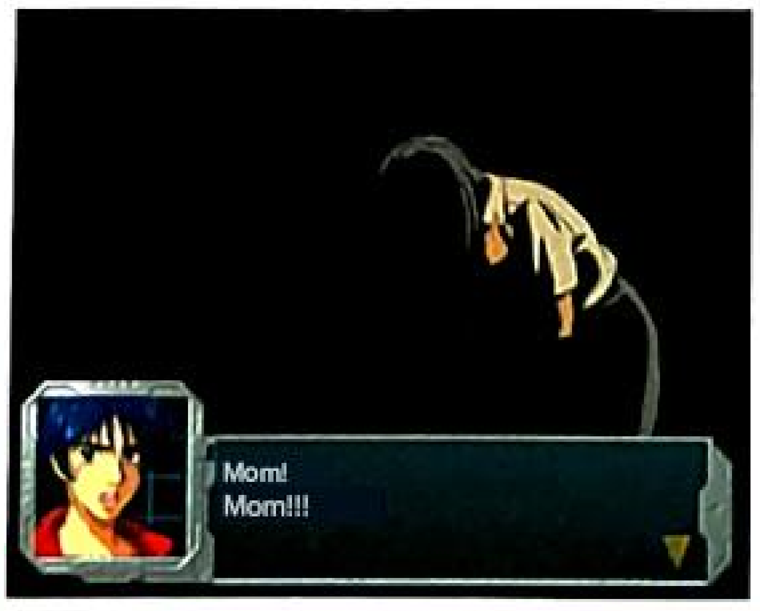


Eren is my fiancé, not yours.

◆The protagonist's consciousness returns to the past. In addition to young Nanaho, Ellen and Masaru also appear.

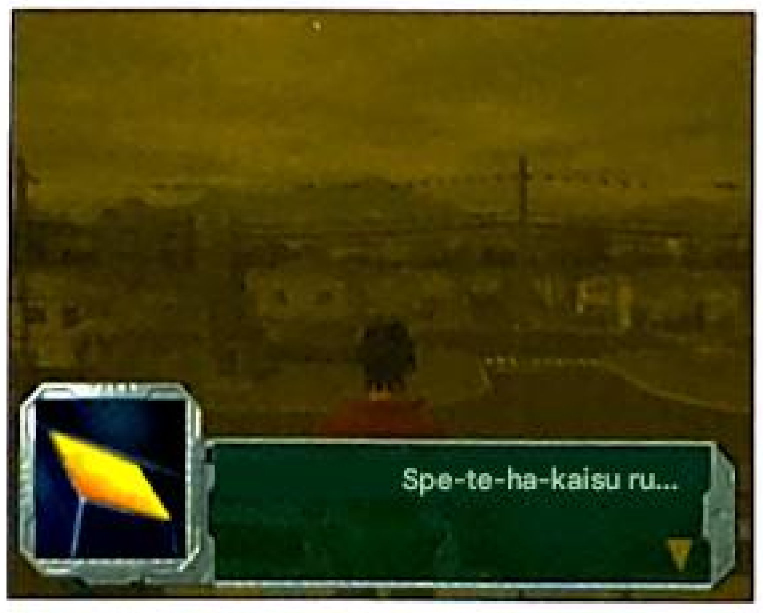
Lots of conversation events

Just like in Episode 11's First Memory, the character's past is told. The only events are conversations, and if you move only at this time, the rest of the events will occur automatically and you will clear the game.



Mom!
Mom!!!

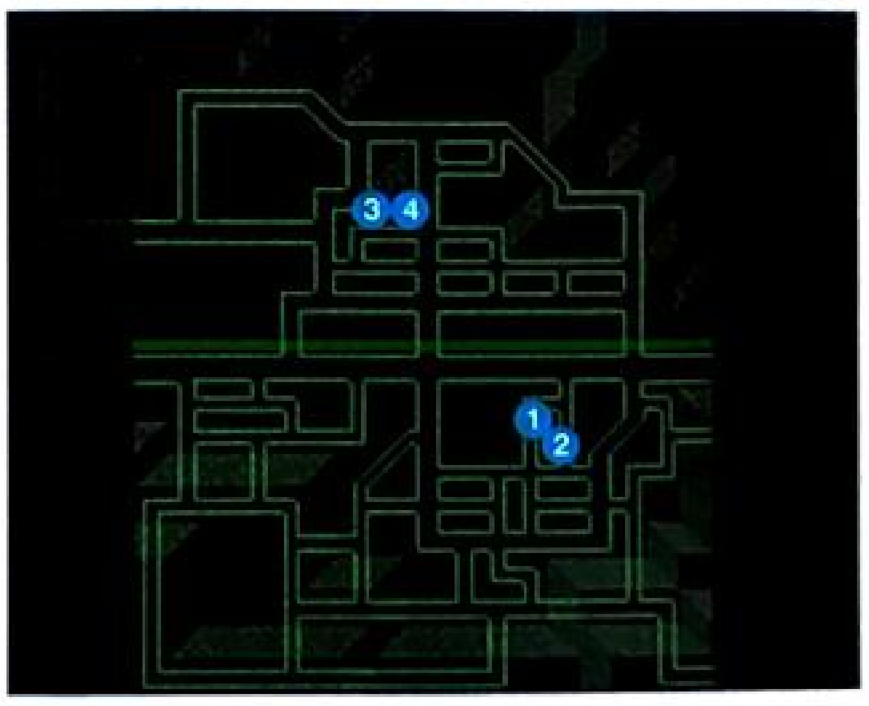
◆The main focus of the event is on the protagonist's parents and the robots.



Spe-te-ha-kaisu ru...

◆Speaks to the protagonist What is this mysterious being?

Senjo city



How to read the map

1 main character
2 Ellen
3 Nanaho
4 Victory

Event list

none

第
35
story

jet black machine man

data

Deployment pattern	Wawel	enemy name	Valdre
Basic remuneration	—	special reward	—
—			

flowchart

START Senjo Port

▼

battle

▼

clear

Let me show you the power of Wawel.

◆The battle between the mysterious robot Valdor and Wawel is about to begin.

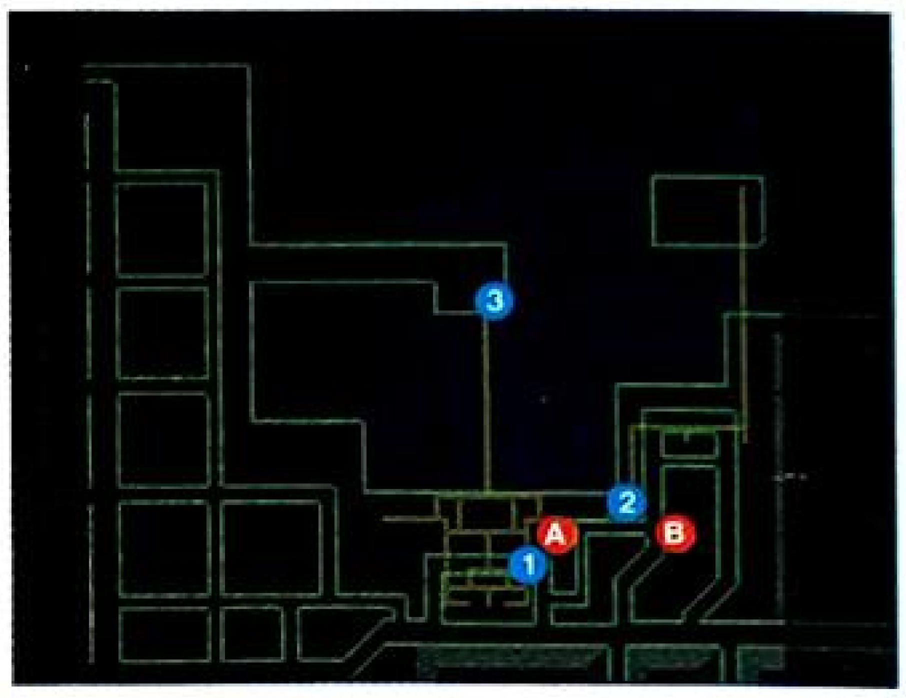
Beware of Assault Knuckles

Valdor has the same abilities as Wavel. However, as an enemy, Valdor has no concept of energy, and if it's far away, it will immediately unleash its "Assault Knuckle." Therefore, when you see the Grand Charge, which is the precursor to the "Assault Knuckle," make your robot crouch to deal with it. Crouching gives you a high chance of avoiding it, allowing you to counterattack Valdor, who is left vulnerable.

Wawel's rampage

When Valdor's endurance drops to a certain value, he will change into Genesis Mode, and if his endurance drops further, a Wavel rampage event will occur. Once the rampage begins, you will no longer be able to control Wavel, so try to stay away from the robot to avoid being harmed. After that, events will occur as time passes, and the mission will be automatically cleared.

Senjo Port



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
① main character
② Kanaya
③ Dr. Horai

Event list

none

Episode 35

lonely battle

data

Deployment pattern	—	enemy name	centurion
Basic remuneration	—	special reward	—
—			

flowchart

START Under the railroad tracks

▼

battle

▼

clear

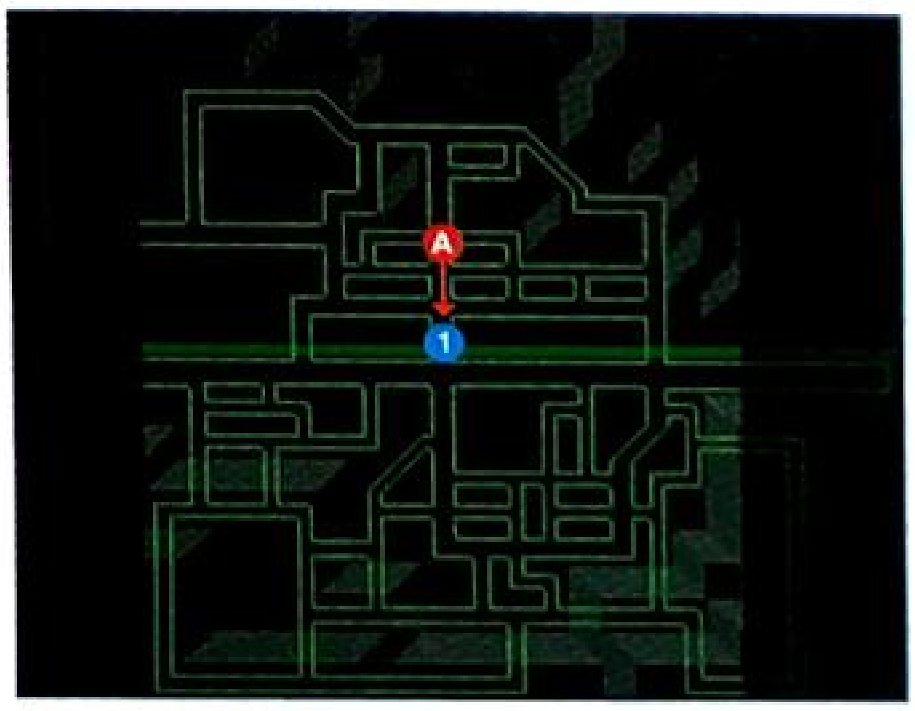
◆ Because the robot cannot launch, only one main character We will have to face it with this.

There are two clear conditions

There are no robots deployed, and the protagonist will face the Centurion with only his grenade. The conditions for clearing the game are not to defeat the Centurion, but to either escape for a certain period of time from the Centurion that is targeting the protagonist, or for the protagonist to die. Whichever condition is cleared has almost no effect on the story that follows, so if you just want to clear the game quickly, it is best to use a grenade to self-destruct. The game ends if the Civilization Preservation Foundation is destroyed.

⬅To commit suicide, stick close to the wall and throw a grenade.

Senjo city



How to read the map

Ⓐ Enemy appearance point
① main character

Event list

none

Episode 33

third memory

data

Deployment pattern	—	enemy name	centurion
Basic remuneration	—	special reward	—
—			

flowchart

START In front of home

Talk to Nanaho in front of her house

Talk to Ellen in front of Bullnose Japan Building

clear

I want to protect this city... Eren... Nanaho.

◆The protagonist's consciousness travels back to the past three times. There, he realizes something.

Movement is only for conversation events

This mission discusses the relationship between the protagonist and the robots. Most of the events occur automatically, and you can complete the mission without taking any action after the conversation with Eren.

However, it cannot be

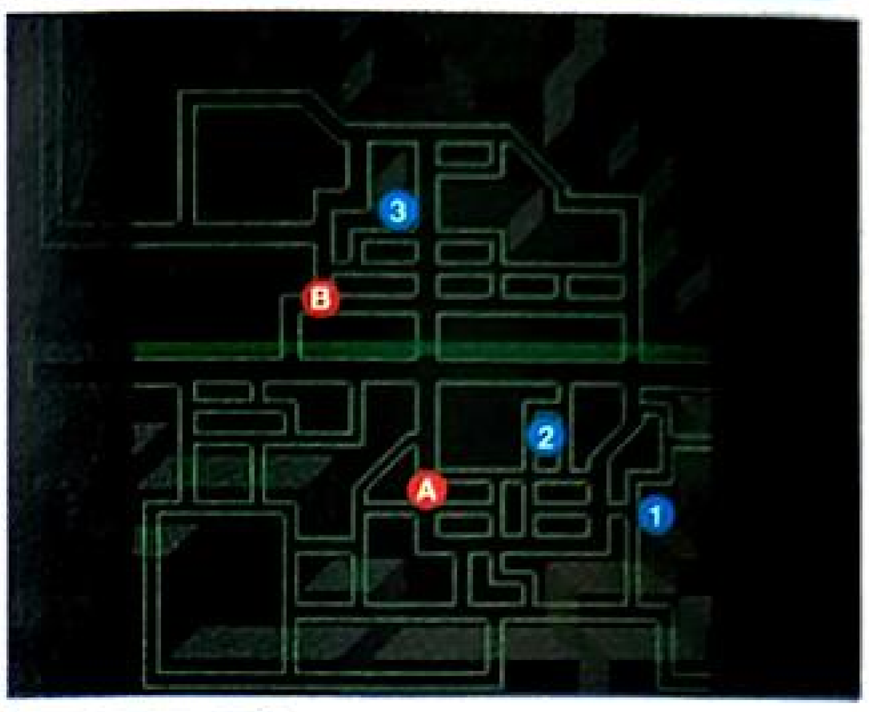
operated. Wawel suddenly appears.

It's time to become one.

⬆Wawel's will, Master

The public begins to notice.

Senjo city



How to read the map

Ⓐ Wawel

Appearance point

Ⓑ Enemy appearance point

① main character

② Nanaho

③ Ellen

Event list

none

Episode 38

genesis day

data

Departure pattern	Wawel	enemy name	centurion
Basic remuneration	10 billion yen	special reward	10.5 billion yen
Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize			

flowchart

START In front of the Civilization Preservation Foundation

battle

clear

Anyway, hurry up and defeat it.

Just before the battle begins, Wavel will automatically activate Genesis Mode. Genesis Mode has a three-minute action time limit. Since the opposing Centurion is located near the station, damage to the city is likely to occur, but since defeating it within the time limit is more important, you don't need to worry about destroying the city. Furthermore, since the Centurion does not use Phantom Defense, you can defeat it more quickly by actively using shooting attacks to inflict damage.

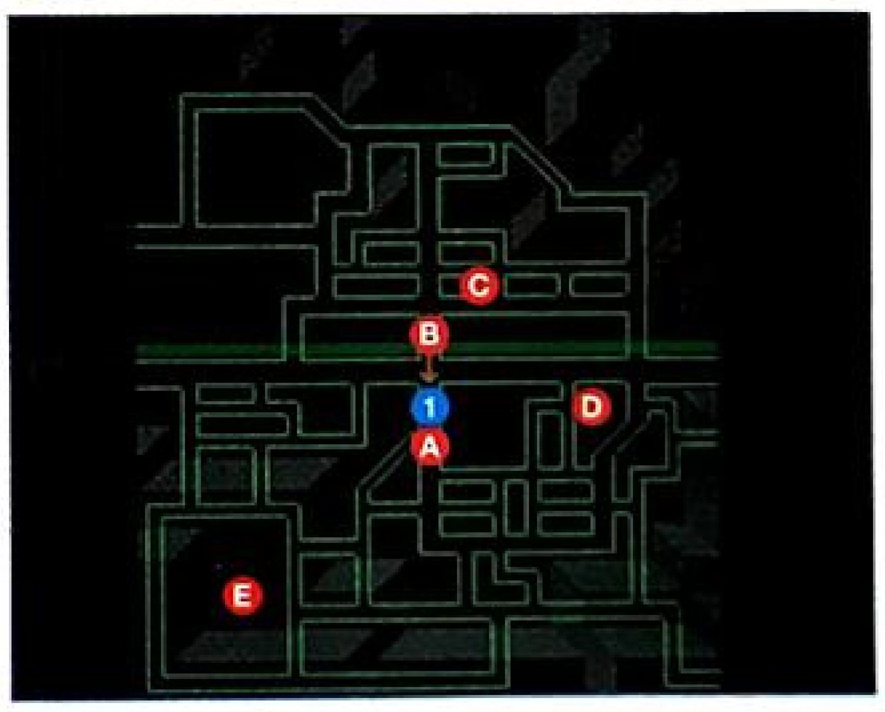
Genesis Mode is under control.

◆The protagonist's consciousness returns to the present and he ends up fighting at Wawel, where the rampage has stopped.

⬆The protagonist can easily control the robot.

It is located on the roof of the Foundation.

Senjo city



How to read the map

Ⓐ Kijin departure point

Ⓑ Enemy appearance point

Ⓒ Yaoya

Ⓓ Kaoruko's apartment

Ⓔ Senjo Daiichi High School

① main character

Event list

Destroy Kaoruko's apartment.

Kaoruko's economic points +1.

No. 39 話 Dantalion

data

Deployment pattern	choice	enemy name	space creature dantalion
Basic remuneration	10 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award　Misaki Heavy Industries Factory Award, Senjo Mayor's Award　Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

flowchart

START　Senjo new city center north side

▼

Press the machine select button to make the robot appear

▼

battle

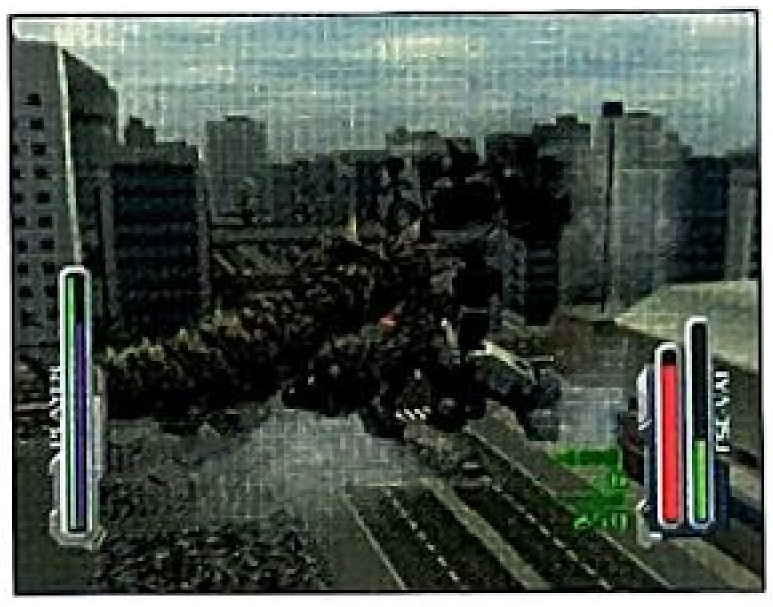
▼

clear

◆It's not Volgara, but the space creature Dantalion that attacks the new city center.

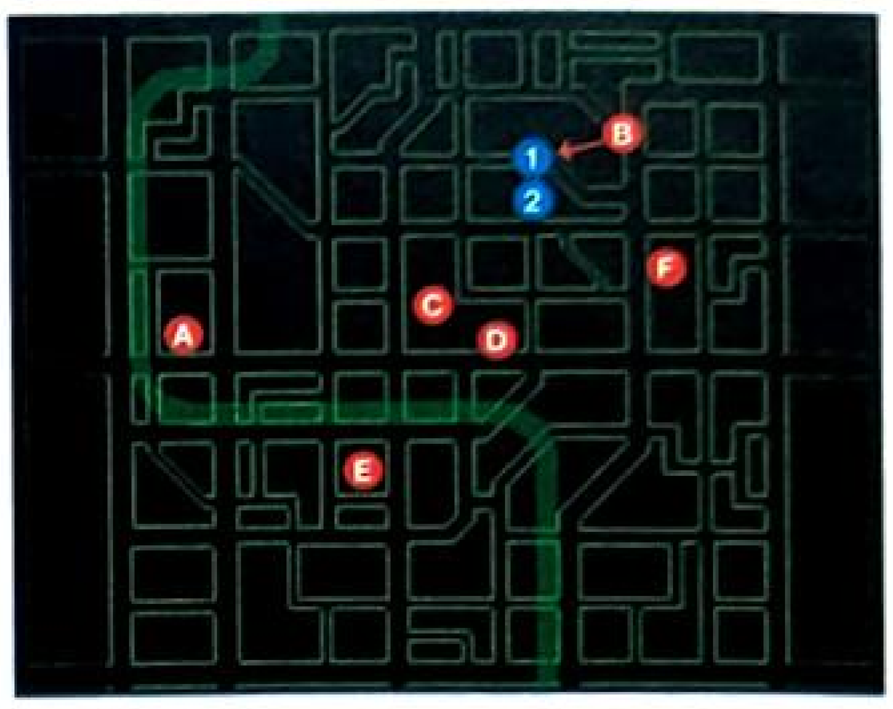
Dantalion's actions and attack methods

The distance between the protagonist's starting point and the location where the space creature Dantalion appears is short, and Dantalion will target the protagonist unless there is a robot nearby. When you are able to act, first head towards the departure gate and ensure the protagonist's safety before controlling the robot. Dantalion's movements are slow, but he will launch a powerful charge attack. Since the charge attack hits multiple times, keep your guard up until the attack stops, then counterattack.



◆character will be placed in the stadium area. Place it in a tall building. The main

Senjo Shintoshin



How to read the map

A Kijin departure point	F Senjo Hospital
B Enemy appearance point	1 main character
C Misaki Heavy Industries Head Office Building	2 tank
D Misaki Heavy Industries First Factory	
E Senjo City Hall	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

Episode 40 "The Day God Destroys"

data

Deployment pattern	initial selection	enemy name	guardian
Basic remuneration	15 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award　Misaki Heavy Industries Factory Award　Mayor Senjo Award　Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

flowchart

START　in front of the starting gate

▼

battle

▼

Special mode activation event occurs

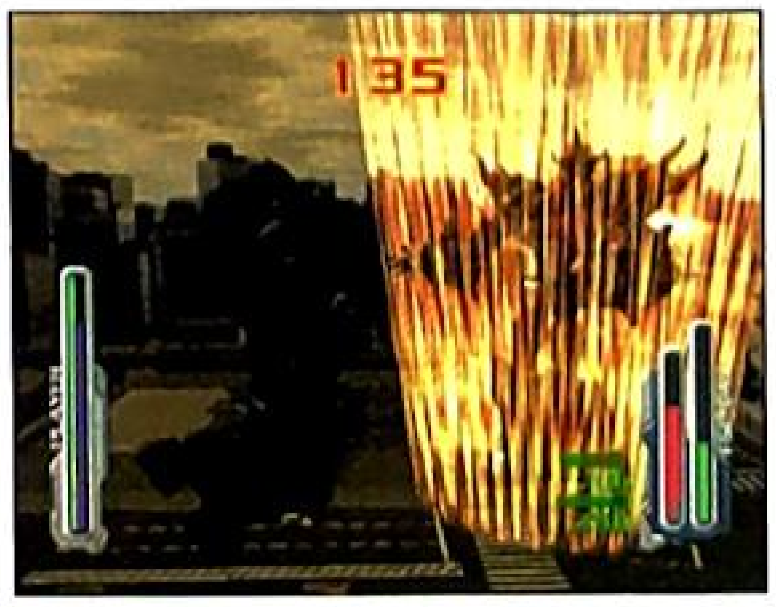
▼

clear

◆The new Volgara, the Guardian, equipped with powerful armor, attacks the city hall.

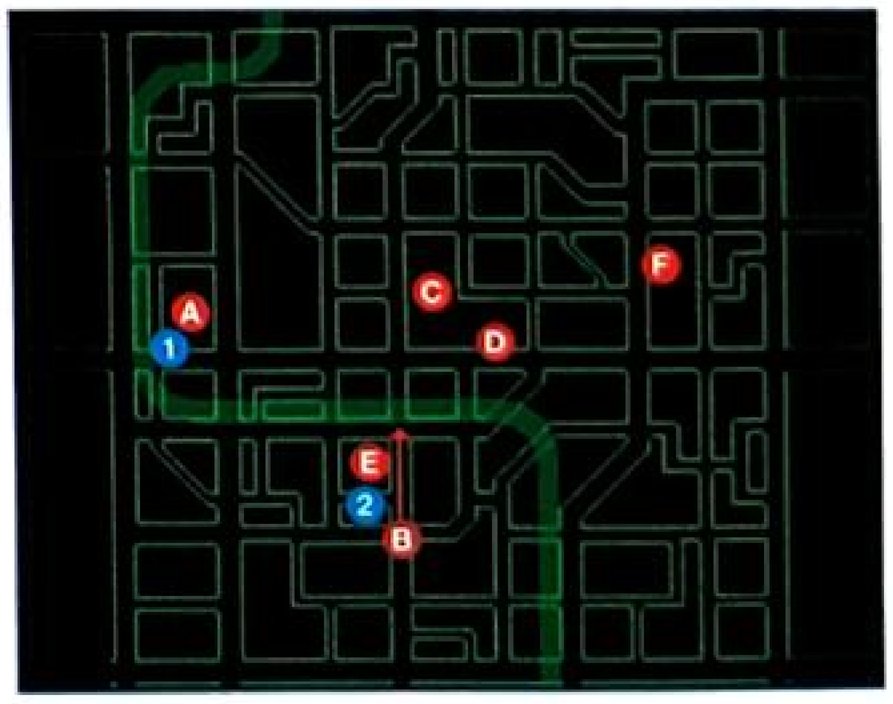
Activate a special mode

The Guardians are formidable enemies with hard armor that is impervious to the attacks of the robots. To defeat these formidable enemies, the robots must activate a special mode. This mode reduces the robot's durability and is activated when an event occurs in which Eren is injured, the protagonist receives damage, or a certain amount of time passes. After this, the Guardians will use the Phantom System to fall near the protagonist. When the Guardians attack the robots, a special mode appropriate for each robot will be activated.



◆Garde in one hit. It is possible to defeat the

Senjo Shintoshin



How to read the map

A Kijin departure point	F Senjo Hospital
B Enemy appearance point	1 main character
C Misaki Heavy Industries Head Office Building	2 Ellen
D Misaki Heavy Industries First Factory	
E Senjo City Hall	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

第41話 four generals

data			
Deployment pattern	choice	enemy name	Rock Cave God Barrow
Basic remuneration	20 billion yen	special reward	10 billion yen
	Minister of Construction Award or Senjo Peace Prize		

flowchart

START Around Lake Chihaya

▼

battle

▼

clear

◆The first of four combat-specialized military commanders, he fights against Cave God Barou and Chihayayama.

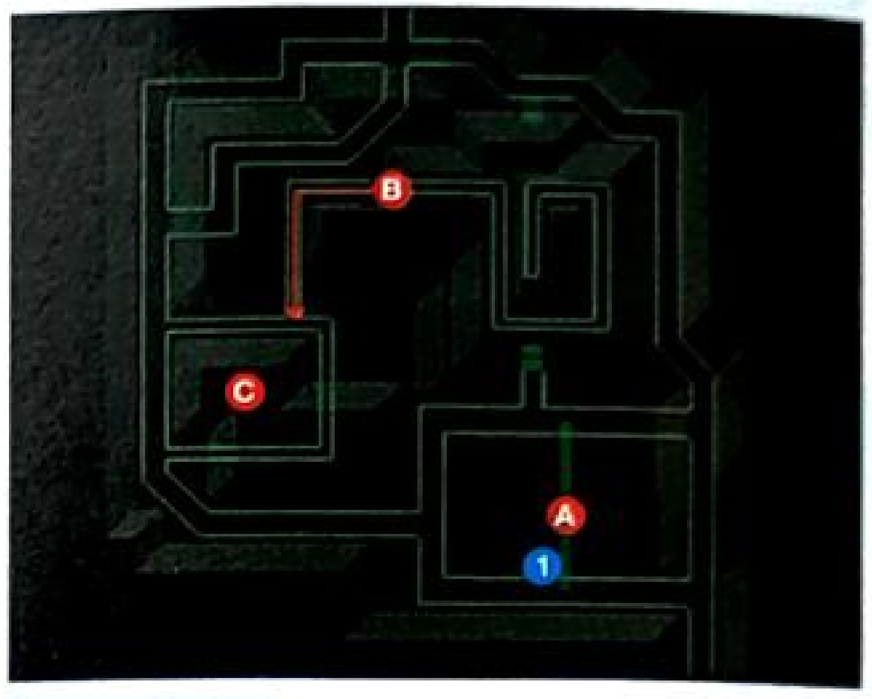
Emphasis on guard over attack

Once the protagonist is able to move, get on the robot's head and go to the plant. Once you arrive near the plant, place the protagonist on top of the plant's pillar and wait for the caveman Barrow.

As you'd expect from a general, your opponent's attack power is extremely high, and even if you guard against their attacks, their durability will decrease. They can also perform flying knee kicks that close the distance from a long distance, so you can't let your guard down for even a moment. Therefore, keep your guard up during battle and attack whenever you see an opening, repeating this pattern.

◀ There is little opening after the flying knee kick.

Chihayayama



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ Diolite mining plant
- ❶ main character

Event list

none

Episode 14 The advent of a phantom god

data			
Departure pattern	choice	enemy name	Genshin Four
Basic compensation	20 billion yen	special reward	10.5 billion yen
	Educational Enhancement Award	Minister of Construction Award or Senjo Peace Prize	

flowchart

START In front of the starting gate

▼

battle

▼

Use Phantom Defense 3 times in melee combat

▼

Destroy the satellite machine in the schoolyard

▼

Use Phantom Defense twice in melee combat

▼

Destroy the other four satellite machines

▼

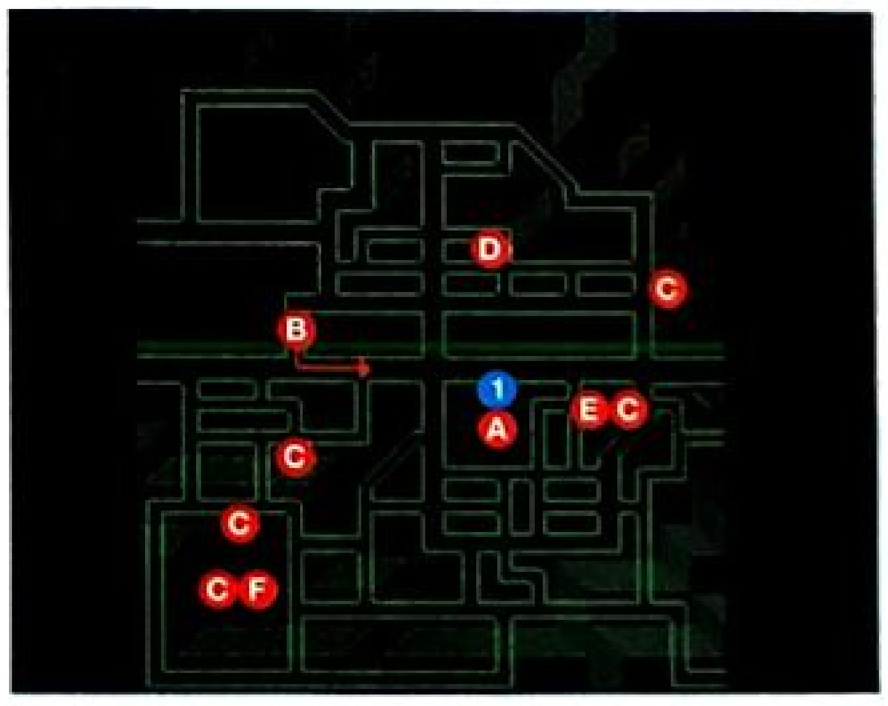
clear

Seal Phantom Defense

Even if you try to hit the Phantom God Four in close combat, it will be avoided by Phantom Defense. If you continue to attack, an event will occur. After this, destroy the Satellite Machines that appear in the event. Repeat this and destroy all of the Satellite Machines that appear the second time (※1), and you will be able to block Four's Phantom Defense. However, even though your attacks can now hit, your opponent is a General Machine. Its attack power is high, so strengthen your guard and focus on counterattacking.

◀ The satellite machine is a robot. Let's go and destroy it together.

Senjo city



How to read the map

- Ⓐ Kijin departure point
- Ⓑ Enemy appearance point
- Ⓒ satellite machine
- Ⓓ Yaoya
- Ⓔ Kaoruko's apartment
- Ⓕ Senjo Daiichi High School
- ❶ main character

Event list

Destroy Yaoya

Ⓔ Nanaho Economic Points +1

Destroy Kaoruko's apartment

Ⓔ Kaoruko Economic Points +1

※1: By the way, if you leave the satellite machine in front of Otawara Shoji for a certain amount of time, Kanaya will appear. In this case, Kanaya will appear at Otawara Shoji. It will start with the satellite machine in front and then destroy the remaining satellite machines.

Episode 15 43

newscaster in the sky

データ

Deployment pattern	choice	enemy name	centurion
Basic remuneration	10 billion yen	special reward	12 billion yen
Observatory Defense Award	BNN Appreciation Award	Minister of Construction Award or Senjo Peace Prize	

flowchart

START Senjo Port

▼

battle

▼

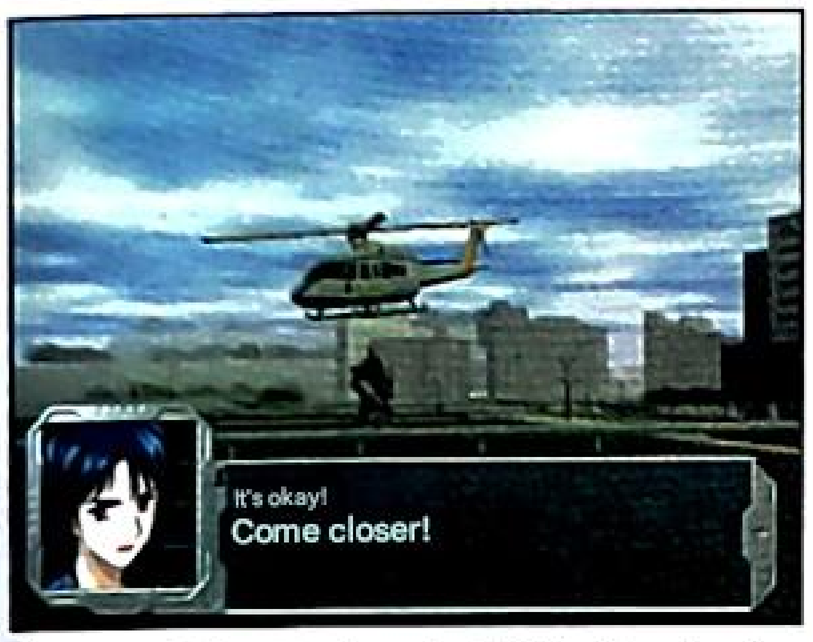
clear

Fight to avoid destroying the helicopter

If you destroy a flying BNN helicopter, the game will be over. It rarely breaks, but there is a chance that you will hit it when it flies away with an uppercut. Therefore, try to attack with a technique other than an uppercut.

Track your actions and aim for special rewards

The Centurion will attempt to destroy the Observatory and then the BNN Senjo Broadcasting Station. If you immediately board your robot and head to the Observatory after the protagonist begins their mission, you can aim for a special reward without destroying the facilities.

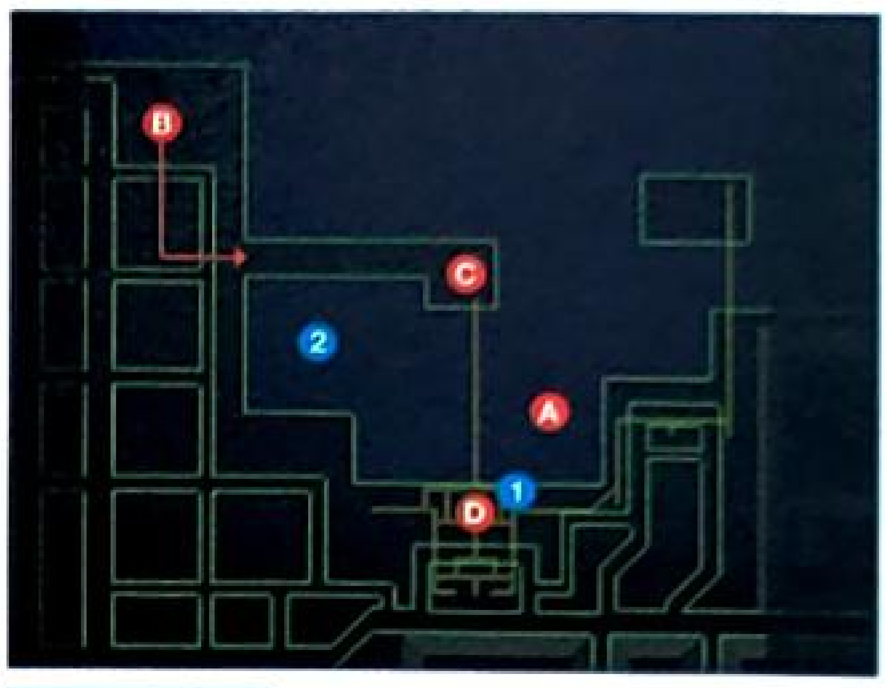

It's okay!
Come closer!

◆Be careful as Banbara's BNN helicopter is flying around.

← deck is destroyed, the transmission station will

Let's protect the transmission station. If the observation

Senjo Port



How to read the map

A Kijin departure point	1 main character
B Enemy appearance point	2 BNN helicopter
C observation deck	
D BNN Senjo Broadcasting Station	

Event list

none

Episode 4

"Newscaster Running Through the Earth

データ

Deployment pattern	choice	enemy name	Harrier
基本報酬	10 billion yen	special reward	15 billion yen
Misaki Heavy Industries Award	Misaki Heavy Industries Factory Award, Senjo Mayor's Award, Minister of Construction Award or Senjo Peace Award	Red Winged Cross Award	

flowchart

START In front of the starting gate

▼

battle

▼

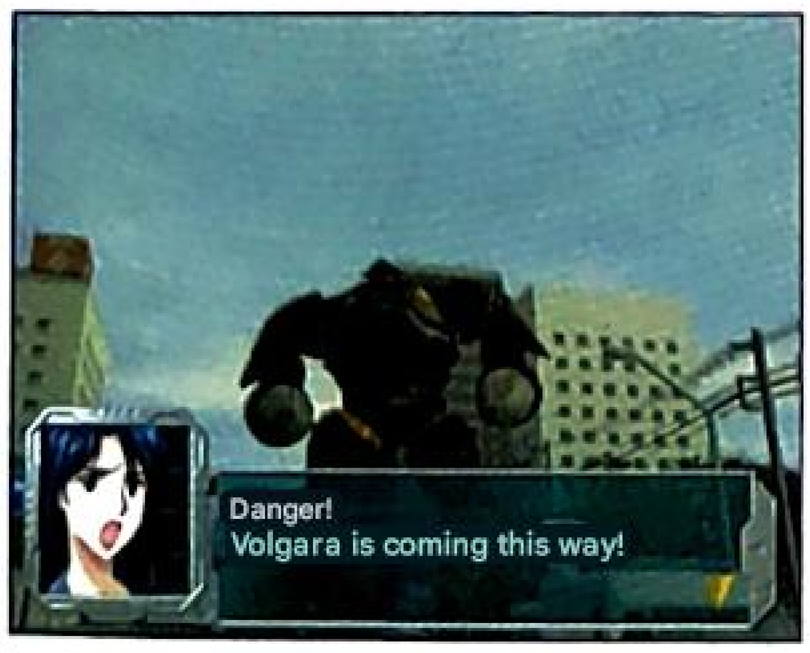
clear

There is no need to protect the BNN broadcast vehicle.

In this mission, a BNN relay vehicle appears, and of course, if it is destroyed, the game is over. However, the relay vehicle moves away from the Harrier, so you can just focus on fighting the Harrier without paying attention to the relay vehicle.

Long range attack while moving

The Harrier moves along the extension of the road in front of the departure gate. If you ride on the robot and walk along the road while firing a ranged attack, you can deal damage while minimizing damage.

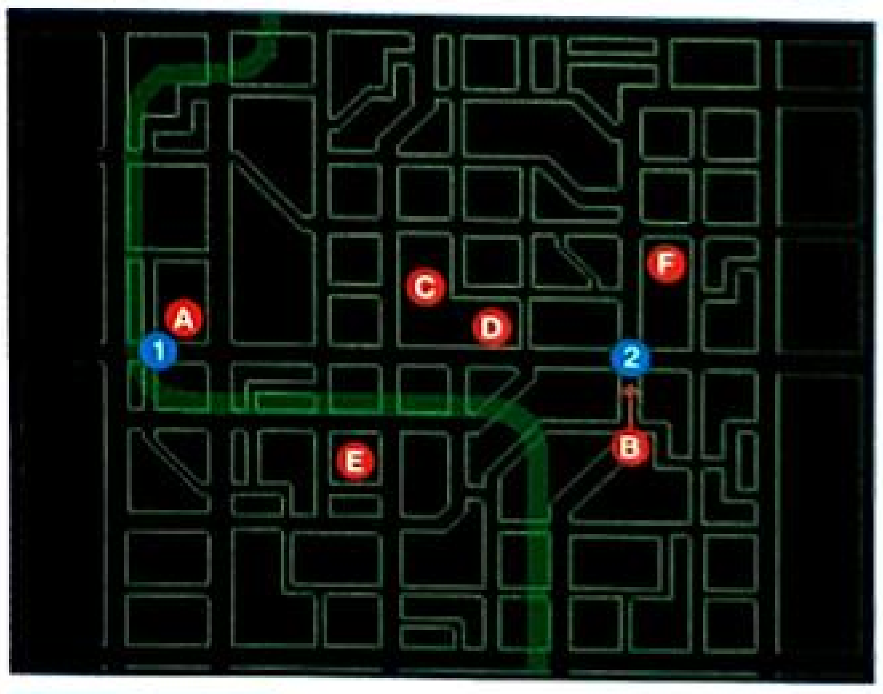

Danger!
Volgara is coming this way!

◆Banhara reports from a broadcast vehicle, but ends up putting his own life in danger.

← direction. When using a shooting attack,

Be sure to make fine adjustments to the

Senjo Shintoshin



How to read the map

A Kijin departure point	F Senjo Hospital
B Enemy appearance point	1 main character
C Misaki Heavy Industries Head Office Building	2 BNN relay vehicle
D Misaki Heavy Industries First Factory	
E Senjo City Hall	

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

Episode 45

Scorching Newscaster

データ

Deployment pattern	choice	enemy name	laborer
基本報酬	10 billion yen	special reward	10.5 billion yen
	Educational Enhancement Award	Minister of Construction Award or Senjo Peace Prize	

flowchart

START starting gate

▼

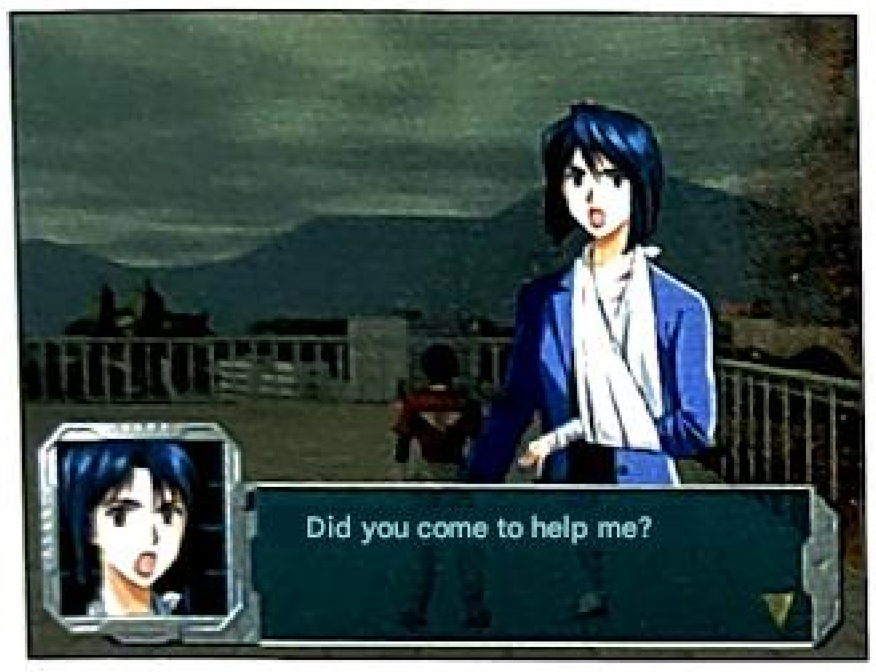
battle

▼

Talk to Banbara at his apartment

▼

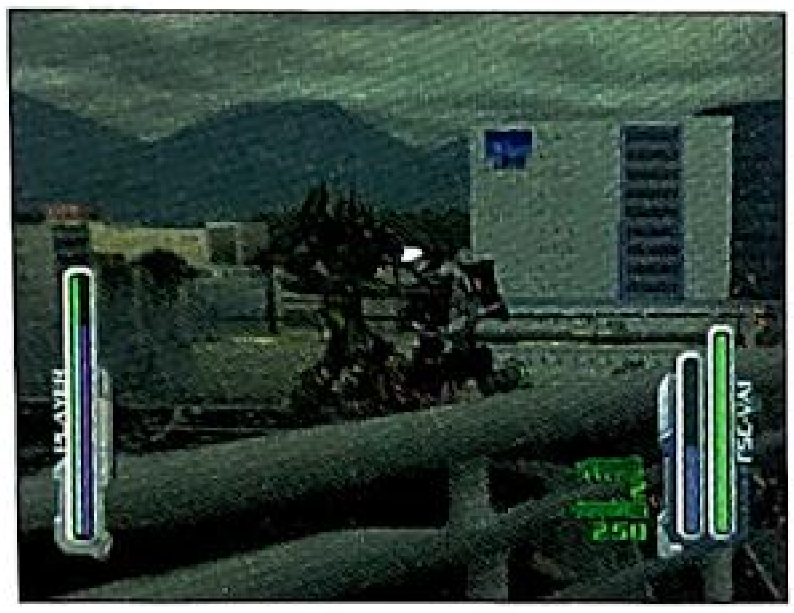
clear


Did you come to help me?

◆To rescue Banbara, who was unable to escape in time, they head to the roof of Banbara's apartment building.

The risky rescue of Banbara

When the mission begins, an event occurs in which Banbara asks for help on a rooftop. If you head to Banbara, the gravity system will break down and the protagonist will not be able to jump. In this case, you will have to control the robot from the rooftop and defeat the Rayvaler.

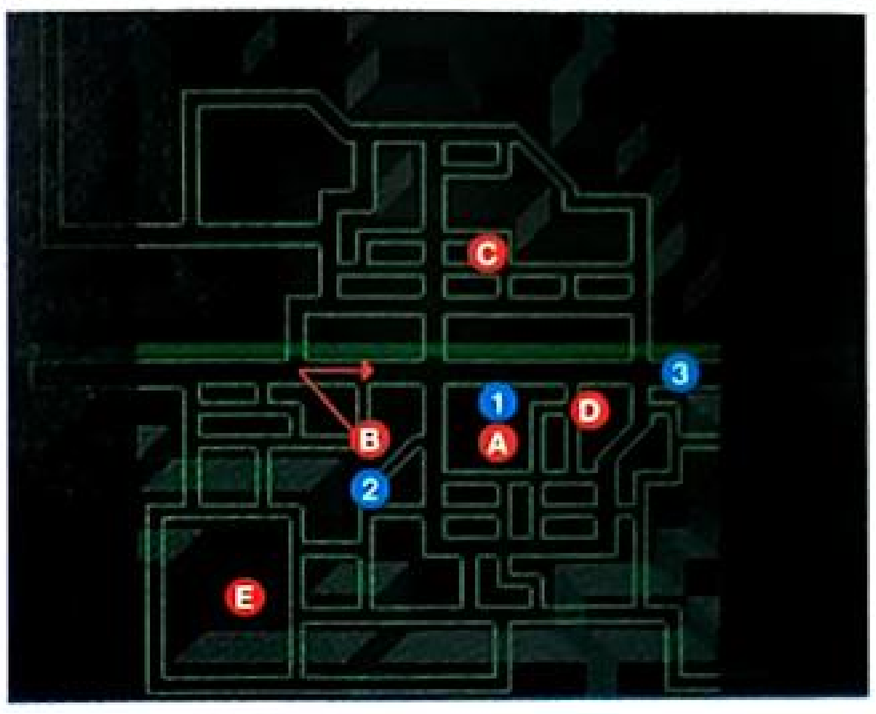


➡The corners of the roof are not affected by fire, making it easy to operate the robot.

If you don't rescue Banbara

The mission will be cleared even if you ignore Banbara and defeat Rayvalar. No events will be displayed, but the battle will be easier as you will not be held captive on the roof.

Senjo city



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
Ⓒ Yaoya
Ⓓ Kaoruko's apartment
Ⓔ Senjo Daiichi High School
❶ main character
❷ Banbara
❸ tank

Event list

Destroy Yaoya
Nanaho Economic Points +1
Destroy Kaoruko's apartment
Kaoruko Economic Points +1

第46話

wind of destruction

data

Deployment pattern	choice	enemy name	laborer
Basic remuneration	10 billion yen	special reward	10.5 billion yen
	Educational Strengthening Award, Minister of Construction Award or Senjo Peace Prize		

flowchart

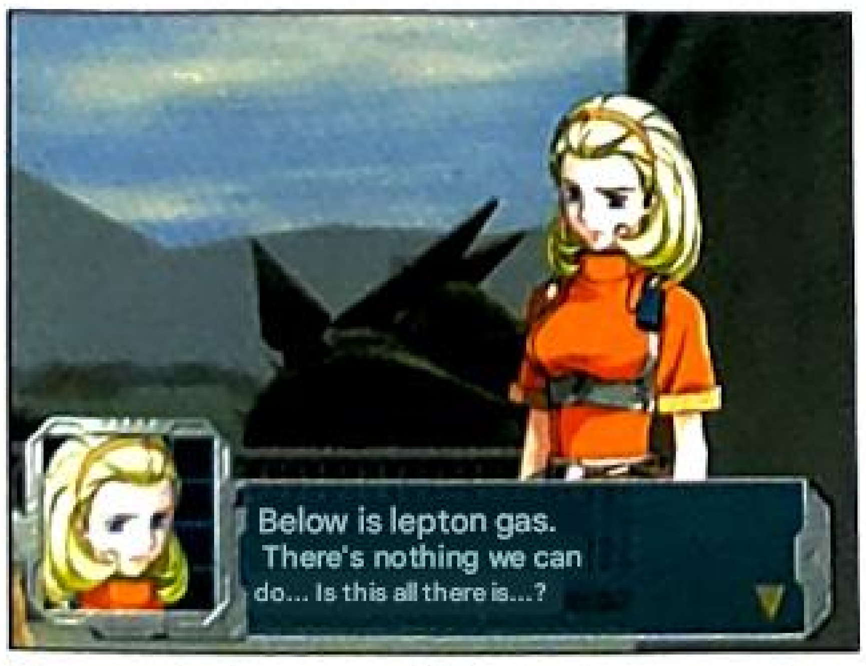
START In front of the starting gate

▼

battle

▼

clear


Below is lepton gas. There's nothing we can do... Is this all there is...?

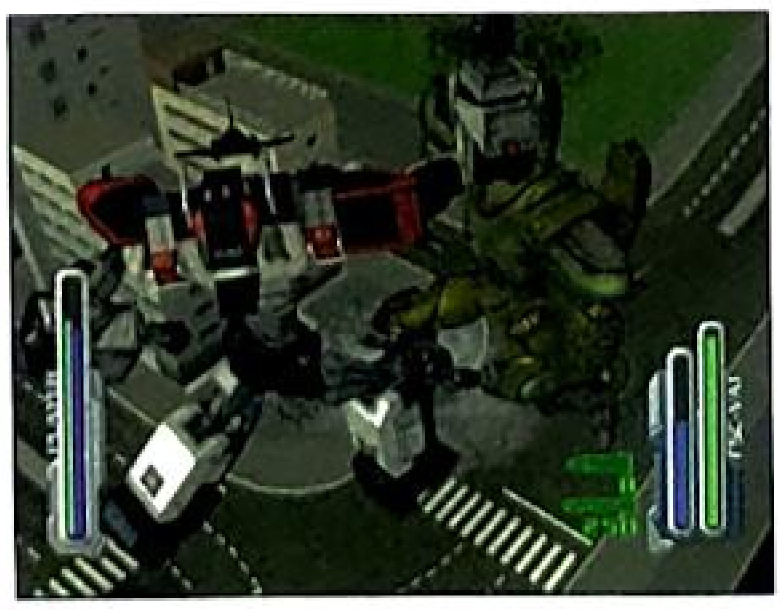
◆Due to the lepton gas filling the air, Eren and the citizens are unable to escape in time.

How to deal with lepton gas

In this mission, the ground is filled with lepton gas, and if the protagonist is in it, he will be damaged. However, the lepton gas does not spread into the sky, so there is no problem if you avoid acting on the ground and always act on the robot.

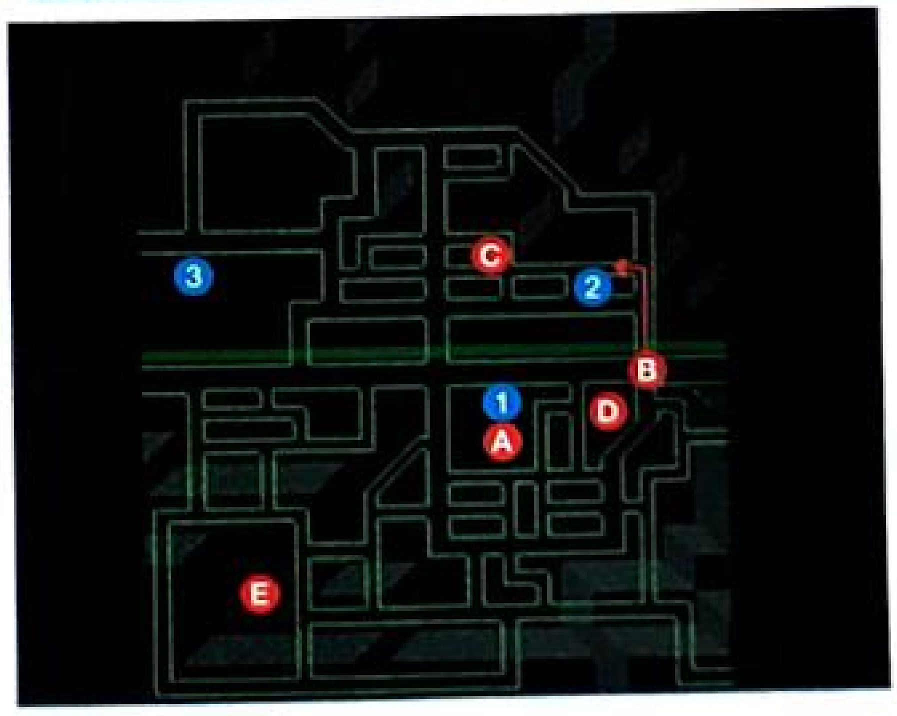
Protect the building where Eren is

The Rayvaler will try to destroy the building where Eren and the others are, who were too late to escape. If it is destroyed, it's game over, so act quickly and defend it to the death.



➡It would be best to operate it from the roof of Otawara Shoji.

Senjo city



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
Ⓒ Yaoya
Ⓓ Kaoruko's apartment
Ⓔ Senjo Daiichi High School
❶ main character
❷ Ellen
❸ BNN helicopter

Event list

Destroy Yaoya
Nanaho Economic Points +1
Destroy the confectionery apartment
Kaoruko Economic Points +1

Episode 17

bringer of darkness

データ

Deployment pattern	choice	enemy name	Fujin Fuga
基本報酬 basic	10 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award
Misaki Heavy Industries Factory
Mayor Senjo Award
Red Winged Cross Award
Award, Minister of Construction Award or Senjo Peace Prize

flowchart

START In front of Senjo Hospital

▼

battle

▼

clear

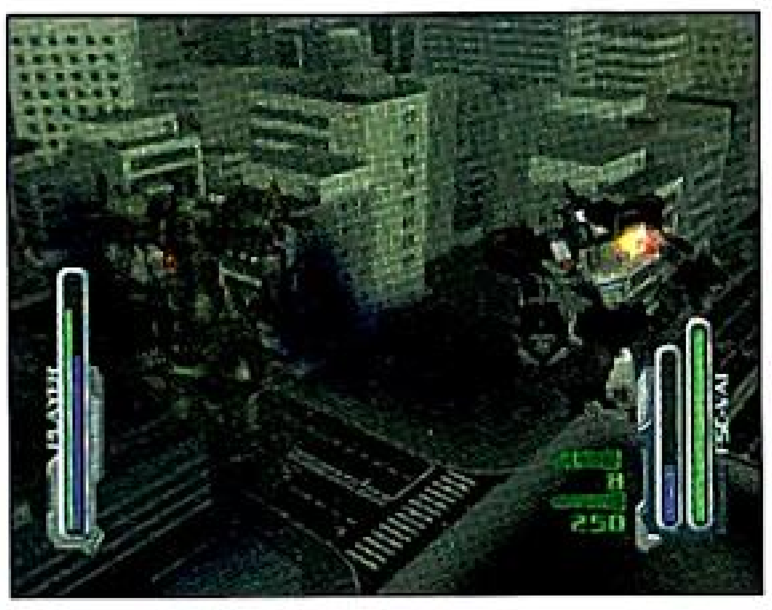
◆A battle with Fujin Fuuga, who moves while emitting lepton gas.

Lepton Gas Again

Here too, you will be operating in an environment filled with lepton gas. This time, the protagonist and the robot are far apart, so first go up to the roof of a nearby building. After that, you can control the robot from the Misaki Heavy Industries headquarters building.

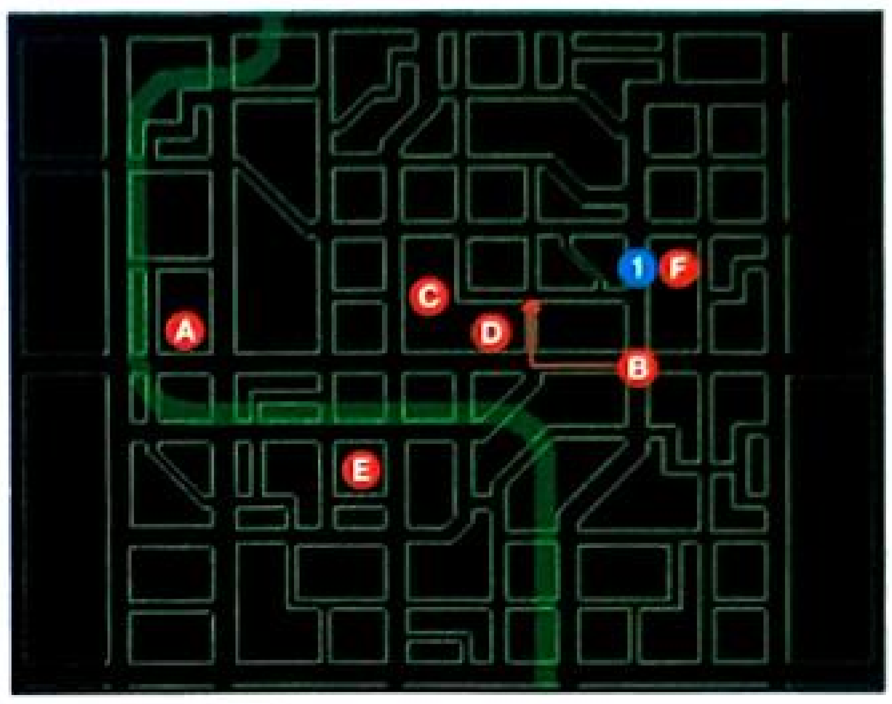
Buy time until the evacuation is complete

Fuuga the Wind God attempts to destroy the hospital. Eren and the others remain in the hospital, and if it is destroyed before the evacuation is complete, the game will end. Attack Fuuga as he moves and hold him back until the evacuation is complete.



←passes by Misaki Heavy Industries. He heads to the hospital. The Fuga

Senjo Shintoshin



How to read the map

A	Kijin departure point
B	Enemy appearance point
C	Misaki Heavy Industries Head Office Building
D	Misaki Heavy Industries First Factory
E	Senjo City Hall
F	Senjo Hospital
1	main character

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

Episode 46

train of life

data

Deployment pattern	choice	enemy name	Fire Laborer x 2
Basic remuneration	10 billion yen	special reward	15 billion yen

Misaki Heavy Industries Award Misaki Heavy Industries Factory Award Senjo Mayor's Award
Red Winged Cross Award
Minister of Construction Award or Senjo Peace Prize

flowchart

START In front of the starting gate

▼

battle

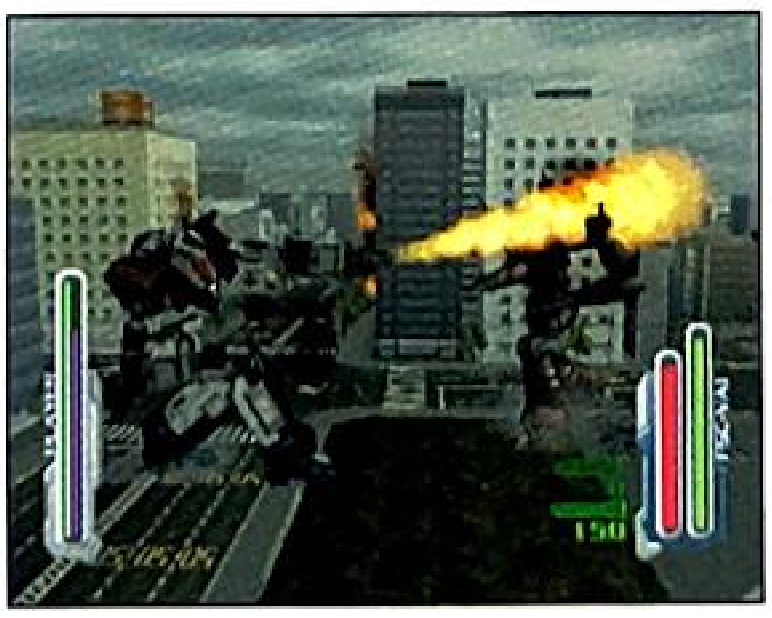
▼

clear

↑While protecting the train and station facilities, you will face off against two Fire Reyvalors.

Protect the train carrying the miracle cure

A train carrying a miracle cure for lepton gas arrives, but the Fire Laborers try to destroy the train. If the train or station facilities are destroyed, the game will be over, so attack and repel them to prevent them from getting close to those facilities.

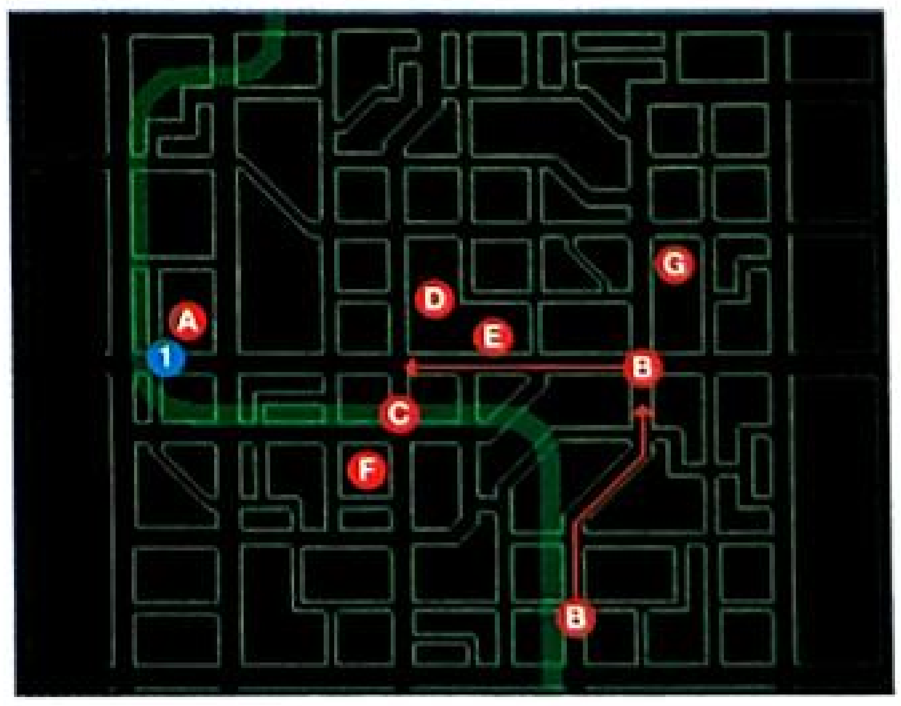


←the Misaki Heavy Industries First Factory. It is best to fight in an open area near

Defeat 1 enemy using only shooting attacks

The Fire Laborers that appear have low durability and will move along the road in front of the departure gate, so you can defeat one by continuing to use shooting attacks while moving.

Senjo Shintoshin



How to read the map

A	Kijin departure point
B	Enemy appearance point
C	Nishisenjo Station
D	Misaki Heavy Industries Head Office Building
E	Misaki Heavy Industries First Factory
F	Senjo City Hall
G	Senjo Hospital
1	main character

Event list

Misaki Heavy Industries headquarters building destroyed

Misaki Heavy Industries Economic Points +1

Destroyed Misaki Heavy Industries' First Factory

Misaki Heavy Industries Economic Points +1

Episode 49

Pre-war Battle of Chihayayama

データ

Deployment pattern	choice	enemy name	Harrier 2
Basic remuneration	10 billion yen	special reward	12 billion yen
	Observatory Defense Award BNN Appreciation Award Minister of Construction Award or Senjo Peace Prize		

flowchart

START Senjo Port

▼

Grab the Volgara ship

▼

Harrier 2 appears

▼

battle

▼

clear

◆Capture the Volgara ship transporting Geolite that has appeared in Senjo Bay.

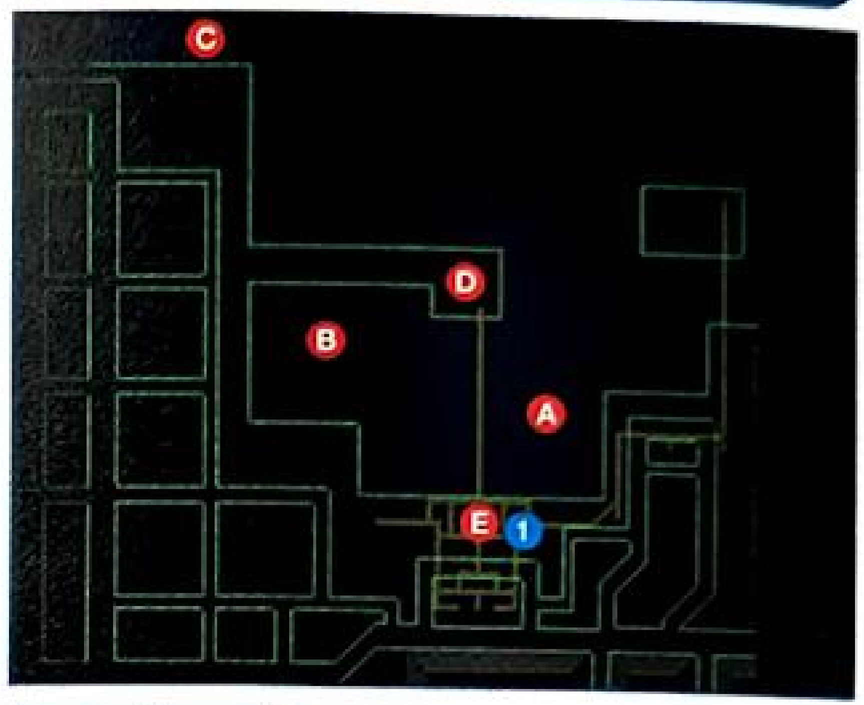
Let's ambush and capture them

Your objective is to land northwest of Senjo Bay and capture the Volgara Ship moving around the city, but because this ship is constantly moving, it's difficult to even touch it. Therefore, it's recommended that you have your robot crouch at the port and wait, then capture it when it approaches. However, if you take too long to capture it, Harrier 2 will appear. If you can't capture the ship before it appears, prioritize defeating Harrier 2 first. During this time, the ship will move around the city, but it won't disappear from the map, so you can rest assured for now.

Defeat Harrier 2 at sea

If you fight the Harrier 2 that appears along the way on land, there is a chance that you will destroy the Volgara Ship and end the game. Therefore, use your robot to guide it so that you can fight safely on the sea.

Senjo Port



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
Ⓒ volgara ship
Ⓓ observation deck
Ⓔ BNN Senjo Broadcasting Station
① main character

Event list

none

Episode 50

Chihaya Mountain Strategy Part 2

データ

Sortie Pattern Selection Enemy Name			Dark God Blow
基本報酬	—	special reward	—
	—		

flowchart

START Volgara Occupied Zone Heights

▼

Destroy the Volgara Plant

▼

Dark god Buro appears

▼

battle

▼

clear

The last of the Four Generals...

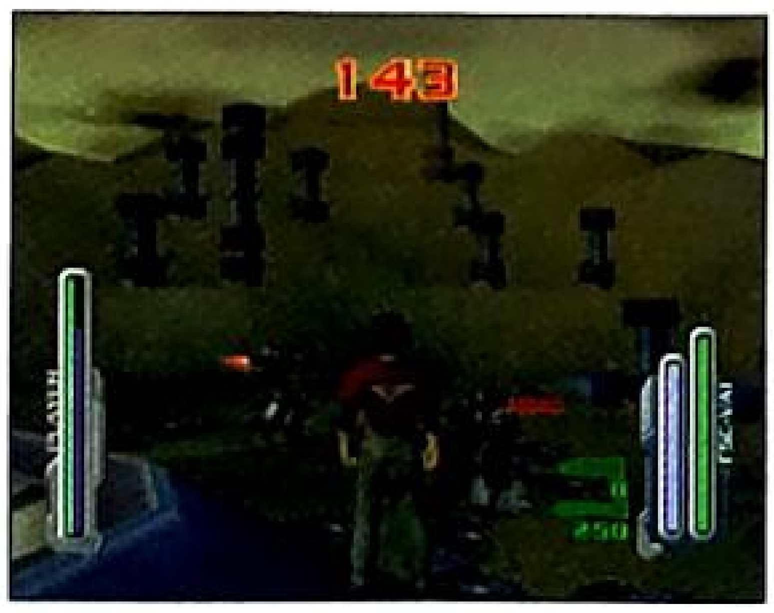
◆The Volgara Plant is destroyed and the battle with the final warlord begins.

destroy the plant

Once the protagonist is able to act, control the robot and destroy the surrounding Volgara Plants. If you destroy as many plants as possible within a certain time, an event will occur and the final robot, the Dark God Blow, will appear.

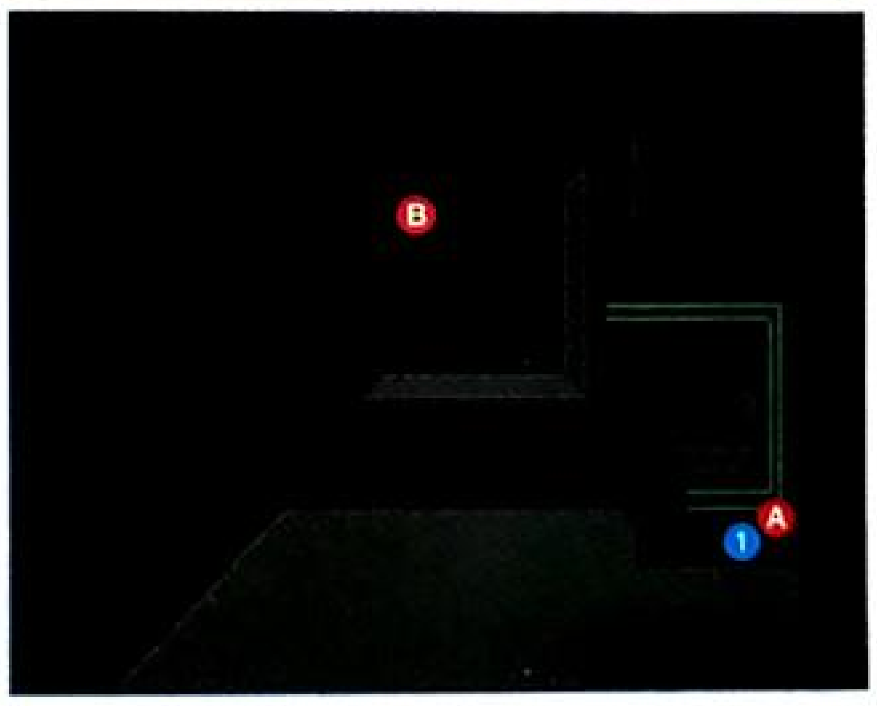
Be careful of shooting attacks

As you'd expect from a general, Dark God Blow launches powerful attacks. His ranged attacks are particularly powerful and leave little opening after they're used. Focus on close combat and don't let him launch ranged attacks.



▲The protagonist is Volgara B' Located at the top of Land.

Volgara Occupied Zone



How to read the map

Ⓐ Kijin departure point
Ⓑ Enemy appearance point
① main character

Event list

none

Episode 55

Senjo sunset

data

Deployment pattern	choice	enemy name	Harrier
Basic remuneration	10 billion yen	special reward	15 billion yen
Misaki Heavy Industries Award	Misaki Heavy Industries Factory Award, Senjo Mayor's Award, Minister of Construction Award or Senjo Peace Award	Red Winged Cross Award	

flowchart

START Around Nishisenjo Station

▼

Talk to Nanaho on the platform and the Harrier will appear.

▼

Press the select button to make the robot appear

▼

battle

▼

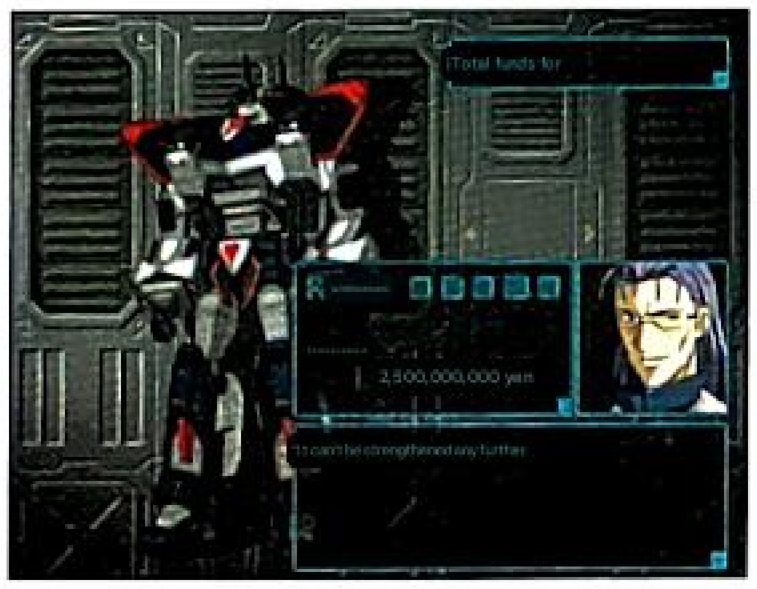
clear

It's coming here!

◆When you go to see off Nanaho as she evacuates, you will end up fighting a Harrier.

Get the final reward

Harrier Ichi appears near Nishisenjo Station and heads for buildings related to Misaki Heavy Industries. If you can quickly move your robots to prevent this and protect the buildings related to Misaki Heavy Industries, you can get a considerable reward.



Total funds for

2,500,000,000 yen

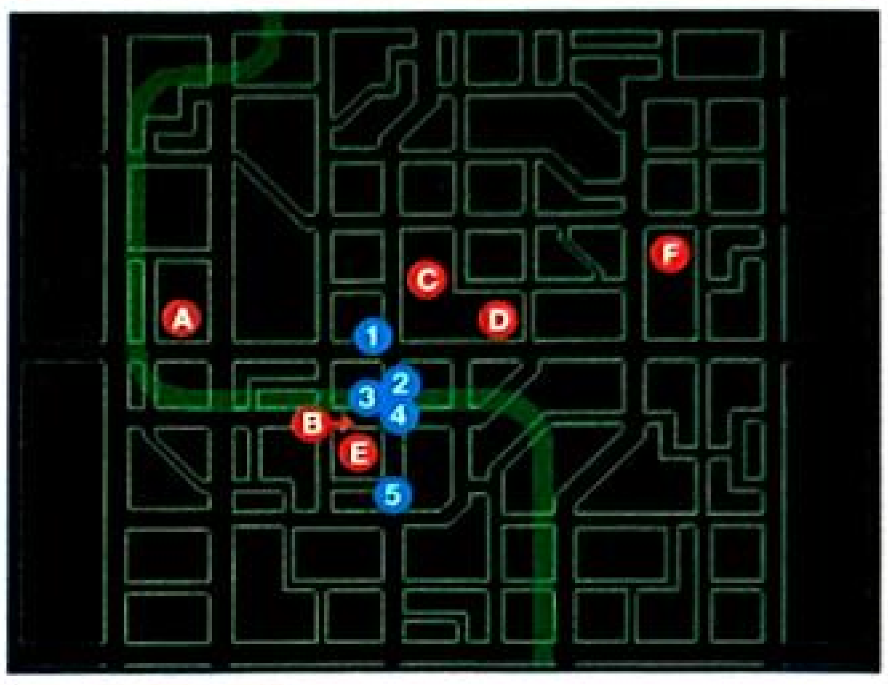
It can't be strengthened any further

◆money. This is the last reward, so Let's use up the remaining

Banbara's life and death event

A BNN helicopter flies during the battle. If destroyed, the Bangen Life and Death event will occur. If this event occurs, the contents of the epilogue will change slightly.

Senjo Shintoshin



How to read the map

Ⓐ Kijin departure point	① main character
Ⓑ Enemy appearance point	② Nanaho
Ⓒ Misaki Heavy Industries Head Office Building	③ Ellen
Ⓓ Misaki Heavy Industries First Factory	④ Victory
Ⓔ Senjo City Hall	⑤ BNN helicopter
Ⓕ Senjo Hospital	

Event list

none

Episode 52

Second Battle of Chihayayama

データ

Deployment pattern	choice	enemy name	Laborer x 4
基本報酬	—	special reward	—
—			

flowchart

START Volgara Occupied Zone Heights

▼

battle

▼

When you defeat a Rayvalar, two more Rayvalars will appear.

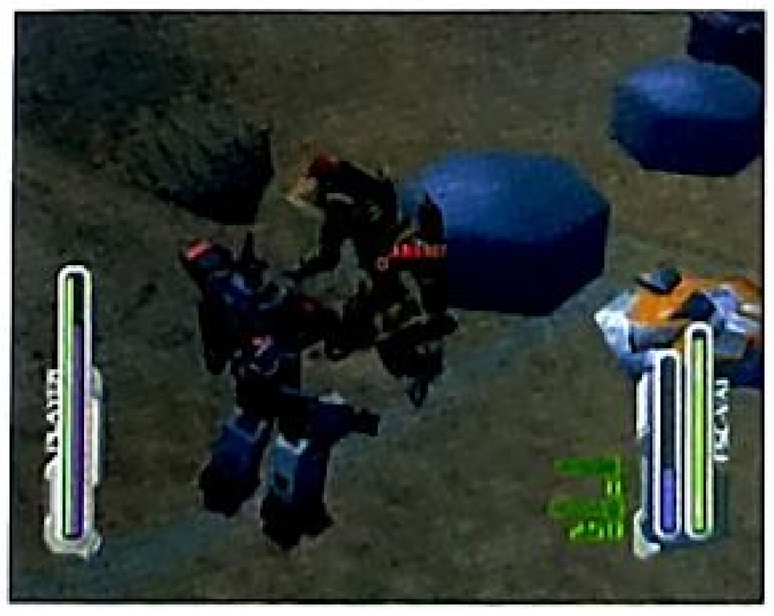
▼

clear

◆You will fight a total of four Rayvalers in the Volgara occupied zone.

Concentrate attacks on one target

Even though they're Rayvalers, it's still tough to take on two at the same time. Keep your guard up and attack whenever you see an opening. Once you've knocked one down, keep attacking as it gets up to finish it off. て、After that, it's just two one-on-one battles in a row, so if you fight as usual, you shouldn't have any problems.

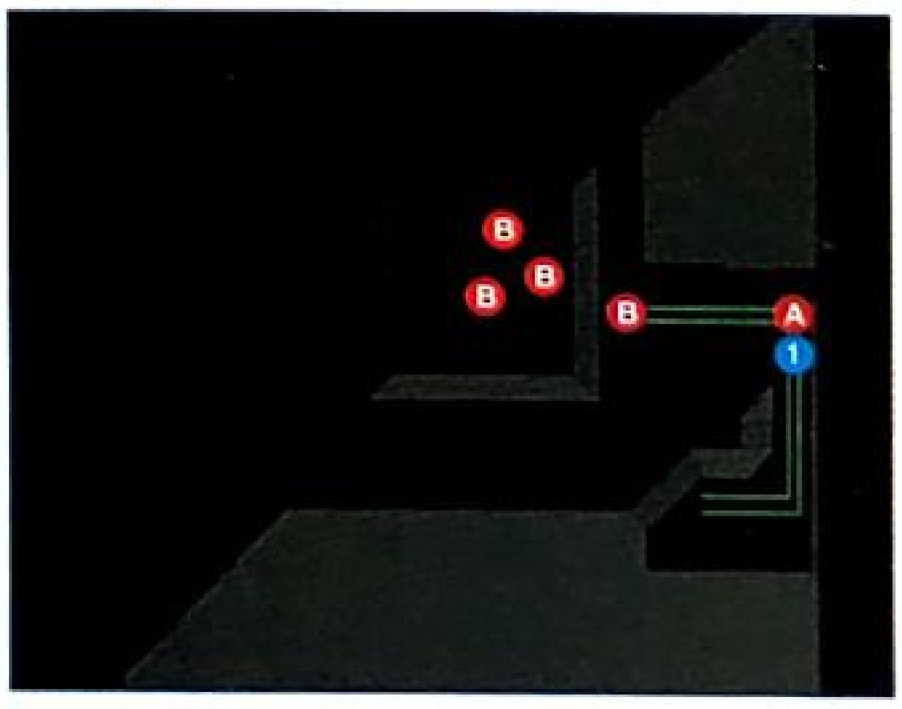


◆one-on-one situation. Use Phantom Defense to create a

Conditions for Self-Defense Force events to occur

If Misaki Heavy Industries' economic points are below 10 by the time of this mission, a Self-Defense Force event will occur during the battle.

Volgara Occupied Zone



How to read the map

Ⓐ Kijin departure point	① main character
Ⓑ Enemy appearance point	

Event list

none

53 Tomorrow with Machinemen

data			
Deployment pattern	choice	enemy name	Doomsday Weapon Asmodeus
Basic remuneration	—	special reward	—
—			

flowchart

START In front of the starting gate

▼

battle

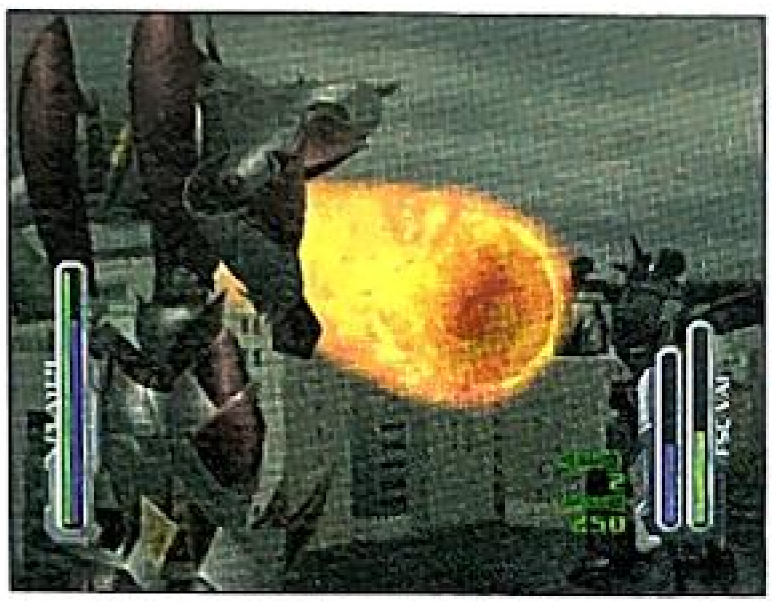
▼

clear

◆The battle between the robots and the doomsday weapon Asmodeus begins, with the fate of humanity at stake.

Always guard the ether cannon

Asmodeus' melee attacks aren't particularly strong, but his Ether Cannon projectiles pack a powerful punch. One shot can take half of your stamina, so when Asmodeus uses Grand Charge, immediately guard.

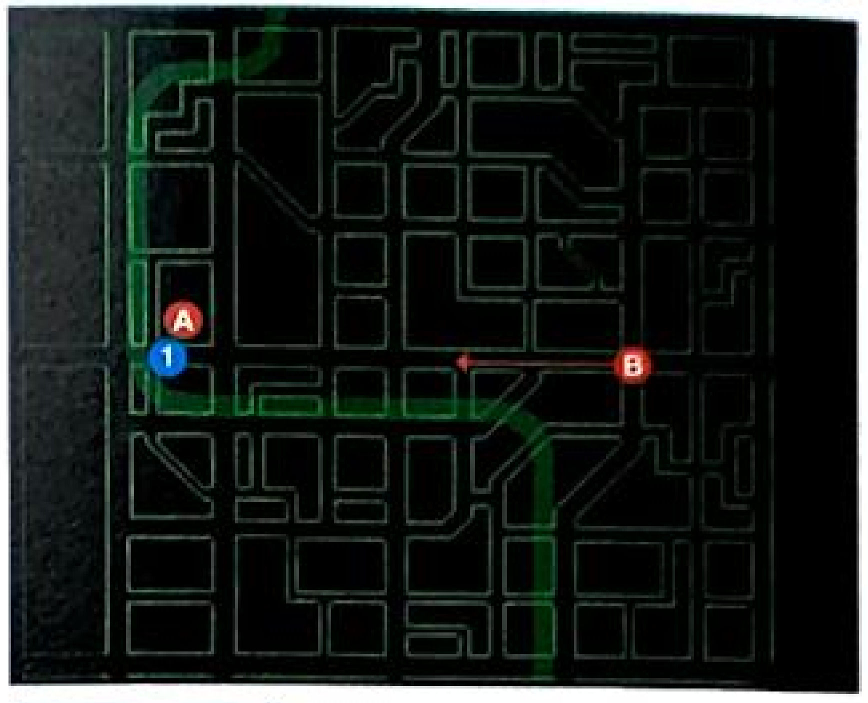


← If you guard, the damage will be greatly reduced.

About special events

If a robot goes down twice in battle, a special event will occur. There are three types of events (see pages 028 and 029 for details), and they change depending on Eren and Nanaho's love points and Misaki Heavy Industries' economic points.

Senjo Shintoshin



How to read the map

- A Kijin departure point
- B Enemy appearance point
- 1 main character

Event list

none

epilogue Epilogue

The content of the epilogue changes depending on the points you have achieved so far.

The epilogue will change depending on the love points and economic points gained up to episode 51, as well as the events that have occurred. See the right for details on the changes.

Epilogue flow

Talk to the Trimillennial Committee staff member

▼

Katsu's recent status

▼

Eren's recent status

▼

Nanaho's latest news **branch 1**

▼

Current status of Banbara **branch 2**

▼

Conversation with the Self-Defense Forces

▼

Additional events **branch 3**

▼

ending

Nanaho Branch's latest news

Nanaho's current situation is related to her economic points; if it is below 8, she will live in Yaoya, and if it is above 8, she will live in Tokyo.

Nanaho's current status branching conditions

Nanaho economic points are less than 8

∈I'm at Yaoya

Nanaho economic points are 8 or more

∈I'm in Tokyo

Branch 2: Banhara's life, death and current situation

It changes depending on the Banbara life or death event in episode 51. Recent news is only shared when Banbara is alive.

Branching conditions for Banbara's current situation

Destroy the BNN helicopter in episode 51

∈No status report

The BNN helicopter was not destroyed in episode 51.

∈become a famous reporter

Branch 3: Additional events at love points

There are three main types of additional events at the end of the epilogue. The Nanaho epilogue and the Eren epilogue occur depending on the romance points, and in the case of Nanaho, the content changes slightly depending on the Nanaho economic points, and in the case of Eren, the content changes slightly depending on the Misaki Heavy Industries economic points. The Kanazawa epilogue is likely to be achieved by selecting Yui as the main character at the start of story mode and progressing without increasing Nanaho and Eren's romance points.

Additional event occurrence conditions

Nanaho event
- Nanaho love points are 4 or more, Ellen love Love points less than 3

eren event
- Ellen's love points are 3 or more, Nanako love Love points less than 6

Kanaya event
- Yui (protagonist) does not meet the conditions for either the Nanaho event or the Ellen event.

Additional event branch conditions

Nanaho event
- Nanaho economic points are less than 8
  ∈normal conversation
- Nanaho economic points are 8 or more
  ∈coming back from Tokyo

eren event
- Misaki Heavy Industries economic points are less than 9
  ∈Katsu appears
- Misaki Heavy Industries economic points are 9 or more
  ∈normal conversation

Complete coverage of all data regarding the game

data

From here on, we will be posting various data about the game, including the techniques that can be used by the robots and Volgara, a summary of mission content, and a list of modifications.

"Story Data" allows you to check most information at a glance, such as enemies that appear in Story Mode and events that occur, so we recommend that you make use of it.

Basic techniques

Technique name	command	Offensive power	down	explanation
Shap 1	Restic on top (2)	30 ③ 35		(4) A light punch with the left hand. The other five are all fast, but they don't hurt.

[How to read the table]

① Technique name: The name of the technique that the robot can use.

② Commands: For moves that require a command to be input, you can perform the move by quickly inputting the command without holding down the L and R sticks. For example, to perform a straight (left), you can quickly input the L stick down → up.

③ Attack power: Damage dealt to the opponent when a technique is hit. The damage shown is Wavel on the left, True In the middle is Lyall and on the right is Grang.

④ Down: Whether or not the opponent will be knocked down when hit with a technique C indicates a move that will always knock down the opponent when it hits, △ indicates a move that may or may not knock down the opponent depending on how the move hits and the robot being controlled, and × indicates a move that will not knock down the opponent even when it hits.

⑤ Explanation: A summary of the technique's motion and characteristics

Technique name	command	Offensive power	down	explanation
Jab (left)	Tilt the L stick up	32/30/35	×	A light punch with the left hand. It's quicker to start than other techniques, but does less damage.
Jab (right)	Tilt the R stick up	32/30/35	×	A light punch with the right hand. It's faster than other techniques, but does less damage.
Back punch charge (left)	Hold the L stick down	–	–	Swing your left arm back. Return the L stick to neutral to release the charge. You can also move while holding the weapon.
Back punch charge (right): Hold the R stick down		–	–	Swing your right arm back. Return the L stick to neutral to release the charge.
Straight (left)	Charge a back punch (left) and then tilt the L stick up	90/80/105	○	A heavy straight punch with the left hand that knocks the opponent backwards and knocks them down.
Straight (right)	Charge a back punch (right) and then tilt the R stick up	90/80/105	○	A heavy straight punch with the right hand. It knocks the opponent back and knocks him down. make you sick
Chop (left)	Charge a back punch (left) and then tilt the L stick up while rotating it outward.	65/50/70	○	A chop with the left hand. The left hand is held above the head and swung down towards the opponent.
Chop (right)	Charge a back punch (right) and then tilt the R stick up while rotating it outward.	65/50/70	○	A chop with the right hand. The right hand is held above the head and swung down towards the opponent.
Upper (left)	Charge a back punch (left) and then tilt the L stick up while rotating it inward.	90/80/105	○	An uppercut with the left hand. If the attack hits, the opponent will spin around and fall down.
Upper (right)	Charge a back punch (right) and then tilt the R stick up while rotating it inward.	90/80/105	○	An uppercut with the right hand. If the attack hits, the opponent will spin around and fall down.
Horizontal punch charge (left)	Hold the L stick to the left. Hold the R	–	–	"Thrust out your left arm to the side. You can move while holding the weapon.
Horizontal punch charge (right)	stick to the right.	–	–	"Thrust out your right arm to the side. You can move while holding the weapon.
Hook (left)	Charge a side punch (left) and then tilt up while rotating the L stick outwards.	45/40/52	△	"A left-handed hook. A punch that hits the opponent's side.
Hook (right)	Charge a side punch (right) and then tilt up while rotating the R stick outwards.	45/40/52	△	A right-handed hook. The punch is thrown to hit the opponent's side.
"Inside punch (left)	Hold the L stick to the right	–	–	"Thrust out your left arm to the right. You can move while holding the weapon.
Punching for the human (right)	Hold the R stick to the left	–	–	"Thrust your right arm to the left. You can move while holding the weapon.
Back fist (left)	Charge an inside punch (left) and then tilt up while rotating the L stick inward.	55/50/60	△	"Left-handed back fist. Arm slams down on the opponent on the left side.
Back fist (right)	Charge an inside punch (right) and then tilt the stick up while rotating it inwards.	55/50/60	△	"Right-handed back fist. Slams the arm towards the opponent on the right side.
front punch with both hands	Push the L and R sticks up at the same time	27×2/25×2/30×2	×	"Thrust both hands out in front. It does less damage than a straight punch and can't take down a punch.
hands behind the back	Push down on the L and R sticks simultaneously	–	–	Swing both hands back. You can also move while holding the weapon.
two-handed twist punch	Hold both hands back and then push the L and R sticks up at the same time.	55×2/50×2/60×2	△	An enhanced version of the two-handed forward punch. A powerful punch using both hands.
For both hands outside	Push the L stick left and the L stick right at the same time	–	–	Spread both hands outward. You can move while holding the weapon.
two handed hook	Hold both hands outwards and then tilt the L and R sticks up	35×2/30×2/40×2	△	"A hook using both hands. A punch is delivered by sandwiching the opponent.
guard	L stick right, stick left defeat at times	–	–	"Defends the opponent's attack. Even if you guard, the damage is 1/4 of the opponent's technique. receive

Technique name	command	Attack power	down	consumption	kinds	explanation
Harken Ah	△ button (2)	(3)	(4)	(5)		(6) A hunter-shaped laser that stores energy in the head

[How to read the table]

① Technique name: The name of the technique that the robot can use

② Command: The command to enter when using a technique

The parentheses in the table indicate the state when (Red): EN is in the red zone, (Full): EN is full, (Decisive): Ground Charge (L1+R1 buttons) is input.

③Attack power: Damage when hitting the opponent with a technique

④Down: Whether or not the opponent is knocked down when the technique hits

⑤Consumption: EN and ammo required to use the skill

Technique type (only for robots) ⑥Type:

⑦Explanation: A summary of the characteristics and effects of the technique

[VAVEL]

Technique name	command	Attack power	down	consumption	kinds	explanation
"Harken Laser"	△ button	51	×	EN50		It stores energy in its head and fires a cutter-shaped laser. The laser rotates as it flies.
``Wawel Missile	○button	55×2	×	Number of bullets:2		Shooting: Opens the shoulder launcher and fires a missile.
"Volcanic Trance "Formation	(Red) ☐ button	—	—	EN350	Shooting	Increases combat power by 1.5 times for 3 minutes. After 3 minutes, it will automatically explode.
Genesic Transfer formation	(Red) ☐ button	—	—	EN350	Shooting	Transforms into Genesis Mode and increases punching power by 1.8 times for 3 minutes. After 3 minutes, it will automatically explode.
Drill Gear (Equip/Storage)	R3 button	—	—	Gradually while equipped EN decreases to	—	Equip or store a drill arm in your right hand. While equipped, EN is consumed, but the punching power of your right hand increases by 1.4 times.
pyro burner (equipment/storage)	L3 button	—	—	—	—	Equip or store a flamethrower in your left hand. While equipped, the attack power of your left hand is reduced by 0.7 times.
"Pyro Burner (Use)	"Pyro Burner" L stay while equipped top up	0~200	×	Number of bullets: 50	Shooting	It emits flames from the burners on its arms. It is treated as a live weapon and consumes ammunition (fuel) while in use.
Frost Beam (Equip/Retract)	L3 button	—	—	—	—	Equip "Frost Beam" in your left hand. If it is currently equipped, store it. (Episode 14 only)
Frost Beam (Use)	While equipping "Frost Beam," tilt the L stick up	0	—	—	Shooting	He fires a freezing beam from his left hand. If it hits a building on fire, it can put out the fire (Episode 14 only).
Blast Hook (Right)	Push the L stick left to down and the R stick right to up at the same time.	125	○	EN75	fighting	Throws a powerful hook with his right hand
Blast Hook (left)	Simultaneously move the L stick from left to top and the R stick from right to bottom.	125	○	EN75		Fighting: Throws a powerful hook with his left hand
Gigantic Booster	(Decision) ☐ button	—	—	—	—	Fire elements are ejected from the booster on the back, allowing for high-speed dashes.
Assault Knuckle (Right)	(Red Decisive) Push down the R stick	300	○	EN200	Shooting	The right arm is fired at high speed. The fired arm cannot be blocked, and if it touches the enemy, it will knock them down.
Assault Knuckle (Left)	(Red - Decisive) Push down the L stick	300	○	EN200		Shoots out the left arm at high speed. The projected arm cannot be blocked, and if it touches the enemy, it will knock them down.
dual knuckles	(Red/Decisive) L and R sticks simultaneously fold up to	350	○	EN250	Shooting	An enhanced version of "Assault Knuckle." Both unblockable arms are fired simultaneously.
lava stream	(Full Decision) △ button	500	○	EN300	Shooting	Fires a heat ray from the chest for a certain period of time. Unable to be used after developing "Volcanic Transformation"
Volcanic Wind	"Volcanic Transformation in progress" (Full Decision) △ button	1000	O	EN300	Shooting	"Super powerful heat ray. It has an effect similar to "Lava Stream" and can change direction while being emitted.
genesis cry	After "Genesis Transformation" (Full Decision) △ button	1300	O	EN300	shooting	"Energy is released from the entire body, damaging anything within a 100m radius"
Meteor Dive	(Full/Decision) ○ button	500×2	○	EN350		development. "Fly into the air and perform a dive kick. Fighting: Unusable after "Gerrick Fall"
Angelic Fall (Full Decision)	○ Button	1000×2	O	EN400	fighting	An enhanced version of "Meteor Dive." It soars into the air, transforms into a ball of light, and launches a dive kick.
gravity zero	While crouching, push the L and R sticks up at the same time	75×2	O	—	fighting	A technique performed from a crouching position. The opponent is thrown high into the air with both hands.
Divine Upper (Right)	While crouching, push the R stick from bottom to inside through the side and up.	250	O	—	fighting	A deadly punch delivered from a crouching position. A powerful right uppercut that sends the opponent flying high.
Divine Upper (left)	While crouching, move the L stick from bottom to inward. "Put it up through the side	250	O	—		A deadly punch delivered from a crouching position. A powerful left-handed uppercut that sends the opponent flying high.

[LAGUIOLE]

Technique name	command	Attack power	down	consumption	kinds	explanation
nova laser	△ button (Triangle button during Fortress mode)	25×2	×	EN20	Shooting	"Fires a laser. Unusable after the development of 'Divine Laser'.
divine laser	△ button (Triangle button during Fortress mode)	36×2	×	EN20	You	It fires a powerful laser. After development, it will be called "Nova Ray" will no longer be able to use "Shooting Zar"
``Aerial Missile	○button	50×2	×	Number of bullets:2		Shooting: Fires a small missile
transformation	☐Button	—	—	—	—	Transform into Fortress Mode or return to Vertical Mode

[LAGUIOLE]

Technique name	command	Attack power	down	consumption	kinds	explanation
Sky Torpedo	(Fortress Mode) ○ button	100	×	[illegible]	shooting	Fires missiles diagonally downwards. Can only be used in Fortress mode.
Gigantic Boomerang (right)	(Decision) Tilt the R stick up	200	○	EN60	shooting	Detach the wings from your back and throw them at your opponent. The boomerang sweeps across a wide area in an arc.
Gigantic Boomerang (left)	(Decision) Push the L stick up	200	○	EN60	shooting	Detach the wings from your back and throw them at your opponent. The boomerang sweeps across a wide area in an arc.
Thunderbolt (Equipment/Storage)	R3 button	–	–	*EN gradually decreases while equipped	–	*Equip or store a discharged hand sword in the right hand. While equipped, the right *Hand punching power is increased by 1.4 times.
Torpedo cannon (equipped/storage)	L3 button	–	–	–	–	Equip or store a torpedo cannon in your left hand. While equipped, the left hand's bombardment power is reduced to 0.7 times.
Thunder cannon (use)	While equipped with the "Torpedo Cannon," tilt the L stick up	180	○	EN135	Shooting:	Fires an unblockable electric beam from the left hand.
Frost Beam (Equip/Retract)	L3 button	–	–	–	–	Equip "Frost Beam" on your left hand. If equipped, store it (Episode 14 only)
Frost Beam (Use)	While equipping "Frost Beam," tilt the L stick up	0	–	–	–	He fires a freezing beam from his left hand. If it hits a building on fire, it can put out the fire (only in episode 14).
Kannagi mode activated	(Full/Decision) button	–		–	–	Equip a giant blade, "Kaminagi," on both hands. While activated, punching power increases by 1.8 times, and arm armaments become unusable.
Magic Sword "Kaminagi"	Use "Kaminagi Mode Activation"	100	○	–	Melee:	Just contact with the Kannagi that extends from the arm will cause damage to the opponent. Kannagi cannot be guarded.
Aerial Collider	(Red/Decisive) △ button	370	○	EN330	Shoots	a powerful mysterious beam of light.
Destruction	After equipping the "Magic Sword "Kaminagi"" press the (Red/Decisive) ○ button	1999	○	EN500	Fighting	"He gathers all his energy into the Kaminari equipped in both hands and slashes the opponent. Lyall's ultimate and final special move."
gravity zero	While crouching, push the L and R sticks up at the same time	75×2	○	–		A technique performed from a crouching position. Use both hands to throw the opponent high into the air.

[GLLANG]

Technique name	command	Attack power	down	consumption	kinds	explanation
proton beam	Fortress Mode △ button	30×2	×	EN30	Shooting	"Fires a beam horizontally from the waist. Can also be used in Fortress Mode.
30mm machine gun	○button	22	×	200 bullets	Firing:	Vulcan cannon that fires 4000 bullets per second
40mm machine gun	○button	22×2	×	200 bullets	Firing:	An improved version of the 30mm cannon. A Vulcan cannon with a larger caliber.
50mm machine gun	○button	22×4	×	200 bullets	Shooting	The Vulcan cannon is an even more powerful version of the 40mm cannon. It fires powerful 50mm bullets.
Gaia Cannon	○button (O button during Fortress mode)	75	○	EN80	shooting	Fires a particle beam cannon diagonally upwards. The firing angle can be adjusted by using the up and down arrow keys.
transformation	□Button	–	–	–	–	Transform into Fortress Mode or return to Vertical Mode
storm hammer (equipment/storage)	R3 button	–	–	"EN gradually decreases while equipped	–	Equip or store a giant hammer in your right hand. While equipped, your right hand's punching power increases by 1.3 times.
"Hammer Break"	"Storm Hammer": While equipped, move the R stick from bottom to top	100	○	–	fighting	"Extends the hammer on his right arm forward and strikes distant enemies.
Detonator (equipped/stored)	L3 button	–	–	–	–	Equip or store a detonator. While equipped, left hand's punch power is reduced to 0.7 times.
Detonator (Used)	While equipped with "Detonator," tilt the L stick up	Before spreading 100 After spreading 60×30	○	[illegible]	shooting	"The "Detonator" missile is launched diagonally upwards. The missile explodes in the air, disperses, and rains down on the ground.
Frost Beam (Equip/Retract)	L3 button	0	–	–	–	Equip "Frost Beam" on your left hand. If equipped, store it (Episode 14 only)
Frost Beam (Use)	While equipped with Frost Beam, push the left stick up	–	–	–	–	He fires a freezing beam from his left hand. If it hits a building on fire, it can put out the fire (only in episode 14).
shoulder missile	○+△ button	55×2	×	[illegible]	Shooting:	Fires shoulder-mounted missiles
Gaia Buster	(Red/Decisive) △ button	270	○	EN300	Shooting:	Fires the particle beam cannon on the shoulder (back) at maximum output.
leg missile	(Decision) ○ button	40×6	×	Number 6	Shooting:	Fires missiles from the missile pods on its feet.
Full bullet firing	(Full Decision) ○+△ buttons	1626	○	*1		"Shoulder Missile," "Leg Missile," "Gaia Shooting Buster," "Proton Beam," and "Vulcan" are fired simultaneously.
Gaia Ax	(Decision) Push the L and R sticks up at the same time	400×2	○	–	Shooting:	Throws axes held in both hands at the same time
Divine destruction mode activated	(Full/Decision) button	–	–	–	–	Equip both fists with the knuckle guard "Great Hammer God Break." While equipped, arm weapons cannot be used.
Iron Tusk (right)	After "Shinkai Mode Activation", push the joystick up from the bottom to the inside.	700	○	EN25	fighting	A powerful uppercut with the right arm. The opponent is sent flying high into the air.
Iron Tusk (left)	After activating "Shinkai Mode," push the L stick upwards from the bottom to the inside.	700	○	EN25	fighting	A powerful uppercut with the left arm. The opponent is sent flying high into the air.
gravity zero	While crouching, push the L and R sticks up at the same time	75×2	○	–	fighting	A technique performed from a crouching position. The opponent is thrown high into the air with both hands.

※1: EN300 & ammunition (Vulcan 600, shoulder missile 4, leg missile 6)

Volgara Technique List (When used in battle)

Volgara can only be used in VS mode. It cannot be used as a basic rule.

[Volgarra Basic Technique]

Technique name	command	Attack power	down	consumption	explanation
[illegible]	☐button	–	–	–	"Take a suspicious pose on the spot and increase EN by 50 (you can move during the technique)
posture	☐+△ button	–	–	–	Take a karate-like stance on the spot
bark	☐+○ button	–	–	–	Roars on the spot and increases EN by 50 (cannot move during technique)
vanishing	○+△+☐ button	–	–	EN50	Instantly teleport behind or in front of the opponent
Decisive pose	L1+R1 button	–	–	–	"Put your hands in front of your chest and strike a pose.

[LABORER]

Technique name	command	Attack power	down	consumption	explanation
Spite Ray	△ button	70	×	EN50	After striking a simple pose, it fires a mysterious ray of light.
devil's ray	○button	120	○	EN50	An improved version of the Spite Ray. Fires a mysterious ray to inflict damage.

[DRILL LABORER]

Technique name	command	Attack power	down	consumption	explanation
Drill Crypt (left)	(Decision) Push the L stick up	200	○	EN100	He spins the drill on his left arm at high speed and delivers a powerful punch to his opponent.
Drill Crypt (right)	(Decision) Tilt the R stick up	200	○	EN100	He spins the drill on his right arm at high speed and delivers a powerful punch to his opponent.

[Fire Laborer: FIRE LABORER]

Technique name	command	Attack power	down	consumption	explanation
Spite Ray	△ button	70	×	EN50	After striking a simple pose, it fires a mysterious ray of light.
"Heat Beam (left)	(Decision) Push the L stick up	190	○	EN80	Fires a powerful heat ray from his left arm.
Heat Beam (Right)	(Decision) Tilt the R stick up	190	○	EN80	Fires a powerful heat ray from its right arm.

[SIREN]

Technique name	command	Attack power	down consumption		explanation
Spite Ray	△ button	70	×	EN50	After striking a simple pose, it fires a mysterious ray of light.

[HAULIER]

Technique name	command	Attack power	down	consumption	explanation
Spite Ray	△ button	70	×	EN50	After striking a simple pose, it fires a mysterious ray of light straight ahead.
Demon Scissors (left)	Push the L stick left and up	99	○	–	Rotates the upper body and slashes the opponent with the scissors in the left hand.
Demon Scissors (right)	Push the R stick right up	99	○	–	Rotates the upper body and slashes the opponent with the scissors in his right hand.
Explosive-Storm	(Decision) ○ button	12×12×2	×	EN100	scatter bombs
"Star Torfedor (left)	(Decision) Push the L stick up	100	○	ammunition 1	"Fires missiles from the left arm
"Star Torfedor (right)	(Decision) Tilt the R stick up	100	○	ammunition 1	"Fires missiles from the right arm
star tofedoh	(Decision) L and R sticks simultaneously fold up	100×2	○	ammunition 2	Fires missiles from both hands

[HAULIER2]

Technique name	command	Attack power	down	consumption	explanation
Spite Ray	△ button	70	×	EN50	After striking a simple pose, it fires a mysterious ray of light.
Demon Scissors (left)	Push the L stick left and up	99	○	–	"Rotate your upper body once and slash your opponent with the scissors in your left hand.
Demon Scissors (right)	Push the R stick right up	99	○	–	"Rotate your upper body once and slash your opponent with the scissors in your right hand.
Tempest Spear (left)	(Decision) Push the L stick up	140	○	EN100	Attacks by extending a giant spear from its left hand.
Tempest Spear (Right)	(Decision) Tilt the R stick up	140	○	EN100	Attacks by extending a giant spear from its right hand.
Tempest Spear	(Decision) Push the L and R sticks up at the same time	140×2	○	EN100	Attacks by extending giant spears from both hands.

[CYCLONE HAULIER]

Technique name	command	Attack power	down	consumption	explanation
killer fan	△ button	6×α	×	EN200	Rotate your upper body to destroy anything you come into contact with. won't stop
Demon Scissors (left)	Push the L stick left and up	99	○	–	Rotates the upper body and slashes the opponent with the scissors in the left hand.
Demon Scissors (right)	Push the R stick right up	99	○	–	Rotates the upper body and slashes the opponent with the scissors in his right hand.

[GUARDIAN]

Technique name	command	Offensive power	down	consumption	explanation
devil's ray	△ button	120	○	EN50	After striking a simple pose, it fires a mysterious ray of light.
Demon Scissors (left)	Push the L stick left and up	99	○	–	Rotates the upper body and slashes the opponent with the scissors in the left hand.
Demon Scissors (right)	Push the R stick right up	99	○	–	Rotates the upper body and slashes the opponent with the scissors in his right hand.

[Centurion: CENTURION]

Technique name	command	Offensive power	down	consumption	explanation
Seraphic Edge	△ button	1×α	×	EN50	"Fires light cutters from wings
Fist Cannon (left)	([illegible] ックを上 Push the L stick up	180	○	EN100: Stretch	out your left arm and launch it at high speed.
Fist Cannon (right)	(Red - Final) Tilt the stick up	180	○	EN100: Stretch	out your right arm and launch it at high speed.

[Genshin Four: FORE]

Technique name	command	Offensive power	down	consumption	explanation
Battle Claw (left)	(Decision) Push the L stick up	250	○	EN100	Slashes using the claws equipped on the left arm
Battle Claw (Right)	(Decision) Tilt the R stick up	250	○	EN100	Slashes using the claws equipped on its right arm
"Twilight Beam	(Red/Decisive) △ button	70	○	EN100	Shoots a mysterious, shining beam of light at the opponent

* "Bark" cannot be used

[Dark God Blow: BLOW]

Technique name	command	Attack power	down	consumption	explanation
Battle Claw (left)	(Decision) Push the L stick up	250	○	EN100	Slashes using the claws equipped on the left arm
Battle Claw (Right)	(Decision) Tilt the R stick up	250	○	EN100	Slashes using the claws equipped on its right arm
Black Hole Cannon	(Red/Decisive) △ button	200	○	EN50	Fires a gravity cannon with high attack power.

* "Bark" cannot be used

[Fujin Fuuga: HOOGER]

Technique name	command	Attack power	down	consumption	explanation
Poison gas dispersion	△ button	–	–	–	"Spraying poisonous gas to harm humans
Double Spin Punch (Left)	Push the L stick left and up	110	○	EN5	Rotate your upper body and then deliver a left hook
Double Spin Punch (Right)	Push the R stick right up	110	○	EN5	Rotate your upper body and then throw a right hook
"Battle Claw (left)	(Decision) Push the L stick up	250	○	EN100	Slashes using the claws equipped on the left arm
Battle Claw (Right)	(Decision) Tilt the R stick up	250	○	EN100	Slashes using the claws equipped on its right arm
Demonic Boomerang	(Red/Decisive) ○ button	250	○	EN200	fire an energy cutter

* "Bark" cannot be used

[Rock Layer God Barrow: BARROW]

Technique name	command	Attack power	down	consumption	explanation
Double Typhoon Punch (left)	Push the L stick left and up	50+80	○	EN5	He rotates his upper body twice and then delivers a left hook.
Double Typhoon Punch (right)	Push the R stick right up	50+80	○	EN5	He rotates his upper body twice and then delivers a right hook.
Battle Claw (left)	(Decision) Push the L stick up	250	○	EN100	Slashes with the claws equipped on the left arm
"Battle Claw (Right)	(Decision) Tilt the R stick up	250	○	EN100	Slashes with the claws equipped on its right arm
Armageddon Knee Kick	(Red/Decisive) ○ button	140	○	EN75	Build up momentum for just a moment before launching a flying knee kick attack.
hell dive	(Full Decision) △ button	300×2	○	EN250	Spreads wings, soars into the air, and attacks with a dive kick.

* "Bark" cannot be used

[ENDARMS ASMODAY]

Technique name	command	Offensive power	down	consumption	explanation
Spite Ray	△ button	70	×	EN50	After striking a simple pose, it fires a mysterious ray of light.
"Vol Missile	C button	60×2	×	ammunition 2	Fires missiles from the chest to inflict damage.
Demon Screw Rush (left)	Push the L stick right up	50+100	○	EN5	Rotate your upper body once and throw a left back fist, then rotate your upper body once and throw a right back fist.
Demon Screw Rush (right)	Push the R stick left and up	50+100	○	EN5	Rotate your upper body once and throw a right back fist, then rotate your upper body once and throw a left back fist.
end blaster	(Full Decision) △ button	400	○	EN300	Fires an ultra-powerful ray weapon, the Ether Cannon.
end burst	(Full/Decision) ○ button	400×α	○	EN300	"End Blaster": Fires several shots radially

* "Bark" cannot be used

Space Creature Technique List (for battle use)

The space creature Dantalion's techniques are unique commands, so he cannot use Volgara's basic techniques.

[Space Creature Dantalion: DANTALION]

Technique name	command	Attack power down		consumption	explanation
bark	□ button	–	–	–	Roar on the spot to increase EN by 50 (cannot move during skill)
killer horn	C button	100	○	–	"It thrusts its head out and bites. The only part of the attack that can be detected is the head.
growl	□+○ button	–	–	–	"Growl and increase EN by 50 (Can move during skill)
"Wild Upper"	C+△ button	125	○	–	"An uppercut attack in which the head is raised from a low position
fire breath	(Red) △ button	2×α	×	EN100	It spits flames from its mouth. It can change direction while spitting flames.
Decisive pose	L1+R1 button	–	–	–	"Swing your upper body from side to side to perform powerful techniques.
spit charge	(Decision) ○ button	80×8	○	EN100	Launch a tackle attack while running (you can change direction while running)

Number of episodes	Title	map	Enemies that appear	appearance	Basic remuneration	Damaged buildings/events
①	drill before ②	〒3machi	None ④	First 5 yea	⑥	confectionery apartment ⑦

[How to read the table]

①Episode number: Mission episode number

② Title: Mission title

③Map: The map where the mission takes place

④ Appearing enemies: Name and number of enemies that appear

⑤Deployment: The robot's deployment pattern (Initial selection: The robot selected at the start of the game will be deployed, Selection: The robot can be selected at the time of deployment, Robot name: The robot will always be deployed)

⑥ Basic Reward: Basic reward you can earn when you complete a mission (amount in yen)

⑦Events: Affects economic points, love points, etc.

In the case of a building name, if you destroy the building during the mission, the following points will increase or decrease, and an event will occur when a certain value is reached.

"Confectionery Mansion"	"Kaoruko economic points +1
Panda Bakery	"Nanaho Economic Points +1
"Misaki Heavy Industries Head Office Building	Misaki Heavy Industries Economic Points +1
Misaki Heavy Industries First Factory	Misaki Heavy Industries Economic Points +1
"Nanaho's house	"Nanaho Economic Points +1
Yaoya	"Nanaho Economic Points +1
"Otawara Shoji or supermarket	Nanaho Economic Point-1
Cafe Baron	"Nanaho Economic Points +1

Number of episodes	title	map	Enemies that appear	appearance	Basic remuneration	Damaged buildings/events
Episode 1: The day the robot descended		Senjo city	laborer	initial selection	none	none
Episode 2: The Fall of the Capital (Part 1)		Senjo New City	None	initial selection	none	none
Episode 3: Fall of the Capital (Part 2)		Tokyo	laborer	initial selection	none	none
Episode 4 Drill Part 1		Senjo city	none	initial selection	none	Kaoruko's apartment
Episode 5 Drill Part 2		Senjo city	Drill Laborer	initial selection	none	"Panda Bakery, the Confectionery Mansion
Episode 6: The Battle of Senjo		Senjo Port	laborer	initial selection	none	none
Episode 7: Phantom System		Senjo Shintoshin	Harrier	initial selection	none	none
Episode 8: The Guardian of Senjyo		Senjo Shintoshin	laborer	initial selection	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 9: Battle in the Bay Area		Senjo Port	Harrier	initial selection	10 billion	"Find the charm at the observation deck → Nanaho charm event → Nanaho love points +1
Episode 10 Heat Battle		Senjo city	Fire Laborer	initial selection	10 billion	Panda Bakery, Kaoruko's Apartment
Episode 11: First Memory		Senjo city	Cyclone Harrier	initial selection	10 billion	Panda Bakery, the Confectionery Mansion
Episode 12 First Class Evacuation Drill		Senjo Shintoshin	target pole	initial selection	none	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 13	evacuation guidance team	Senjo Shintoshin	Harrier	initial selection	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 14	inferno	Senjo Shintoshin	Fire Laborer	initial selection	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory "Rescue Eren → Eren Love Points +2
Episode 15A	one who runs on the earth	Senjo Shintoshin	laborer	grung	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 15B: The Guardian of the Sky		Tokyo	laborer	Lyall	10 billion	none
Episode 16	Eren and Nanaho	Senjo city	Harrier 2	choice	10 billion	"Panda Bakery, Confectionery Mansion" "Rescue Nanaho → Nanaho Love Points +1"
Episode 17	Misaki Heavy Industries	Senjo Shintoshin	laborer	choice	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 18A	protector of the sky	Tokyo	laborer	Lyall	10 billion	None
Episode 18B	The One and Only Perfect Robot, Part 1	Senjo Port	centurion	choice	none	none
Episode 19A	centurion	Senjo Shintoshin	centurion	Wawel	15 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 19B	The Only Perfect Robot, Part 2	Senjo Shintoshin	centurion	Wawel	15 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 20	let's go to school	Senjo city	"Cyclone Harrier x2	choice	20 billion	"Panda Bakery, Kaoruko's Apartment Talk to Nanaho twice on the way to school → Nanaho love points +1. Arrive on time → Nanaho love points +1.
Episode 21	Nanaho water soup	Senjo city	Drill Laborer	choice	10 billion	Panda Bakery, the Confectionery Mansion
Episode 22	Machineman's memory	Senjo city	Harrier 2	choice	10 billion	"Panda Bakery, the Confectionery Mansion "Talk to Eren 4 times while guiding him to safety → Eren romance points -1
Episode 23	bus stop	Senjo Shintoshin	laborer	choice	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory "Catch an evacuation vehicle → Eren love points +1
Episode 24	black one	Senjo city	Laborer x 2	Wawel	10 billion	Panda Bakery, Confectionery Mansion, Nanaho's House
Episode 25	Ellen Bullnose	Senjo city	centurion	choice	15 billion	Panda Bakery, Kaoruko's apartment, Nanaho's house
Episode 26	Volgara	Senjo Shintoshin	Harrier	choice	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 27	fortress	Senjo city	laborer	grung	10 billion	Panda Bakery, Kaoruko's Apartment

[illegible]	title	map	Enemies that appear	appearance	Basic remuneration	Damaged buildings/events
Episode 29	unreachable voice	Senjo city	laborer	choice	10 billion	Panda Bakery, a confectionery mansion
Episode 29	close combat	Senjo Shintoshin	siren	choice	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 30	Kyoji Otawara's Ambition	Senjo city	Fire Laborer	choice	10 billion	Panda Bakery, Kaoruko's Apartment
Episode 31	Guardian and Destroyer	Senjo city	centurion	choice	15 billion	"Destroy Panda Bakery, Kaoruko's apartment, coffee shop Paron Otawara Trading Co., or supermarket → Nanaho economic points -1 → Nanaho love points +1
Episode 32	Yaoya's crisis	Senjo city	Drill Laborer	choice	10 billion	"Yaoya, Kaoruko's Apartment Destroy the supermarket → Nanaho love points +1 Destroy Otawara Shoji or supermarket → Nanaho economic point -1 → Nanaho love points +1
Episode 33	Battle of Chihayayama	Chihayayama	Harrier x3	Wawel	30 billion None	
Episode 34	second memory	Senjo City None		none	None None	
Episode 35	jet black man	Senjo Port	Valdre	Wawel	none	none
Episode 36	lonely battle	Senjo city	centurion	none	none	none
Episode 37	third memory	Senjo city	centurion	none	none	none
Episode 38	genesis day	Senjo city	centurion	Wawel	10 billion	Kaoruko's apartment
Episode 39	Dantalion	Senjo Shintoshin	space creature dantalion	choice	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 40	the day of God's destruction	Senjo Shintoshin	guardian	initial selection	15 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 41	four generals	Chihayayama	Rock Cave God Barrow	Select 20 billion None		
Episode 42	[illegible]	Senjo city	Genshin Four	choice	20 billion	Yaoya, Kaoruko's Apartment
Episode 43	newscaster in the sky	Senjo Port	centurion	choice	10 billion None	
Episode 44	Newscaster Running Through the Land	Senjo Shintoshin	Harrier	choice	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 45	Scorching Newscaster	Senjo city	laborer	choice	10 billion	Yaoya, Kaoruko's Apartment
Episode 46	wind of destruction	Senjo city	laborer	choice	10 billion	Yaoya, Kaoruko's Apartment
Episode 47	bringer of darkness	Senjo Shintoshin	Fujin Fuga	choice	10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 48	train of life	Senjo Shintoshin	Fire Reyvalor x 2 Select		10 billion	Misaki Heavy Industries Head Office Building, Misaki Heavy Industries First Factory
Episode 49	The Battle of Chihayayama, Part 1	Senjo Port	Harrier 2	choice	10 billion None	
Episode 50	The Battle of Chihayayama, Part 2	V-occupied zone	Dark God Blow	choice	none	none
Episode 51	Senjo sunset	Senjo Shintoshin	Harrier	choice	10 billion None	
Episode 52	Second Battle of Chihayayama	V-occupied zone	Laborer x 4	choice	None None	
Episode 53	Tomorrow with Machinemen	Senjo Shintoshin	Doomsday Weapon Asmodeus	choice	None None	
	epilogue	Senjo City None		none	None None	

Regarding the branching of the epilogue

There are three types of epilogues: Eren, Nanaho, and Kana. Here we have compiled tips on how to view each epilogue, so please read this and try playing again.

It's unbearable. We had finally achieved peace, but now every day is different.

⬆Many characters appear in the epilogue.

▶Epilogue 1 Eren Event

In episode 14, he puts out all the fires at Senjo City Hall, and in episode 23, he uses a robot to grab an evacuation vehicle. This alone will give Eren +3 romance points, so as long as he doesn't increase Nanaho's points, there won't be any problems.

■"Ellen Love Points Increase/Decrease Event

Number of episodes	Occurrence conditions	Decrease
Episode 14	Use Frost Beam to extinguish all fires in Senjo City Hall	+2
Episode 22	Talk to Ellen four times during evacuation	−1
"Episode 23	Grab the evacuation vehicle with a robot	+1
Episode 26 onwards	After clearing the mission, an event will occur: "Ellen after the engagement is broken off." (See P029) occurs	+2

▶Epilogue 2 Nanaho Event

There are a total of eight events that increase Nanaho points, and if you fulfill six of these, a Nanaho event will definitely occur. This is the easiest of the three epilogues.

■Nanaho Love Points Increase/Decrease Event

Number of episodes	Occurrence conditions	Decrease
Episode 9	Find the amulet at the observation deck	+1
"Episode 16	Help Nanaho who has collapsed by the railroad tracks	+1
"Episode 20	Talk to Nanaho twice on the way to school	+1
"Episode 20	Arrive at school on time	+1
"Episode 31	Otawara Shoji collapses	+1
Episode 31	"Otawara Shoji collapses & "Nanaho's part-time job collapses part 3" Event (see P029) has not occurred	+1
Episode 32: Otawara Shoji collapses		+1
Episode 32: The supermarket collapses		+1

▶Epilogue 3 Kanaya Event

It is essential to select Yui at the start of the game. After that, try to ignore the events that increase Ellen's love points and Nanaho's love points as much as possible and clear up to episode 53.

modification

Part name	gold color	Purchase conditions	effect	comment
personal lewd	4②9	③	The protagonist's endurance increases by 4	"Portable Barrier Device (5

[How to read the table]

① Part name: Name of modified weapon

② Amount: The amount required for the modification

③ Purchase conditions: "Hangar" or "Laboratory" with modified weapons

Conditions for adding

④Effect: Effect when modified

⑤Comment: Comments displayed when modifying

main character

Part name	amount	Modification conditions	effect	comment
"Personal Shield	4 billion yen		"The protagonist's endurance increases by 4	"Portable barrier device
"Perfect Shield"	8 billion yen	After developing "Personal Shield"	"The protagonist's endurance increases by another 4	"High performance personal shield"
nova shield	12 billion yen	After the development of "Perfect Shield"	"The protagonist's endurance increases by another 4	"The highest performance personal shield"
Gravity Booster	5 billion yen		"The protagonist's movement speed increases.	``Portable accelerator
"Perfect Booster	10 billion yen	After the development of "Gravity Booster"	"The protagonist's movement speed will be even faster.	High performance accelerator
nova booster	20 billion yen	After the development of "Perfect Booster"	The main character's movement speed becomes maximum	"The highest performance accelerator
gravity drive	3.5 billion yen		"The protagonist's flying ability is slightly improved.	"A new type of gravity control device
"Perfect Drive"	9.5 billion yen	After the development of "Gravity Drive"	The protagonist's flying ability will be further improved.	The latest gravity control device
nova drive	20 billion yen	After the development of "Perfect Drive"	Greatly improves the protagonist's flying ability	Highest performance gravity control device
"Hand Grenade	12 billion yen		"You can throw a grenade by pressing the △ button.	Special anti-Volgara grenade
Burning Grenade	15 billion yen after developing "Hand Grenade"		The grenade's attack power has increased from 5 to 10, and the attack range has also expanded.	Enhanced grenade. The blast radius spreads over a wide area.
Nova Grenade	18 billion yen	After the development of "Burning Grenade"	The grenade's attack power has increased from 10 to 20, and the attack range has also expanded.	The most powerful grenade. The blast radius is even wider.

Wawel

Part name	amount	Modification conditions	effect	comment
dual knuckles	10 billion yen		"Dual Knuckles" becomes available	Dual-barreled "Assault Knuckles." Fires from both hands simultaneously, doubling the destructive power.
blast hook	11 billion yen		Blast Hook becomes available	A two-handed version of the hook. Gather energy in your fist to unleash a powerful hook.
gravity zero	9 billion yen		"Gravity Zero" becomes available	Performs a throw from a crouching position, lifting the opponent into the air.
Divine Upper	14 billion yen	After the development of "Gravity Zero"	"Divine Upper" becomes available	An enhanced version of "Gravity Zero." A special punch can be delivered from a crouching position.
Gigantic Booster	22 billion yen		"Gigantic Booster" can be used.	"High-speed movement booster. Fire elements are ejected from the booster on the back, enabling high-speed movement.
Meteor Dive	25 billion yen		"Meteor Dive" becomes available	"Leaps into the air and delivers a devastating dive kick.
"Angelic Fall"	50 billion yen	After the development of "Meteor Dive"	"Angelic Fall" becomes available	An enhanced version of "Meteor Dive." Unleashes a powerful dive kick with critical power.

Lyall

Part name	amount	Modification conditions	effect	comment
gravity zero	9 billion yen		"Gravity Zero" becomes available	Perform a throw from a crouching position, lifting the opponent into the air.
Gigantic Boomerang	18 billion yen		"Gigantic Boomerang" can be used.	A giant boomerang. It's not particularly powerful, but it consumes little energy and can be used multiple times.
divine laser	30 billion yen		"Divine Laser" becomes available	Enhances the "Nova Laser" to its limits. "A powerful high-dimensional laser cannon.
"Destruction	50 billion yen	Select Lyall as your initial robot and complete Episode 40, "The Day God Destroys"	"Metsubi" becomes available	Lyall's ultimate and final technique, which destroys all matter. Can only be used when equipped with Kannagi.

Grangu

Part name	amount	Modification conditions	effect	comment
40mm machine gun	7.5 billion yen		"Increases Vulcan Cannon damage	Replace the 30mm cannon with a larger caliber one
50mm machine gun	15 billion yen	"40mm machine gun" after modification	"Increases Vulcan Cannon damage	Replace the 40mm cannon with a larger caliber one
gravity zero	9 billion yen		"Gravity Zero" becomes available	Perform a throw from a crouching position, lifting the opponent into the air.
Full bullet firing	28 billion yen		"Fire All Bullets" becomes available	"Grang's strongest technique. Fires all weapons simultaneously at maximum power.
Gaia Ax	16 billion yen		"Gaia Axe" becomes available	Throws the giant axes held in both hands to smash opponents into pieces.
iron task	33 billion yen	Select Grang as your initial robot and complete Episode 40, "The Day God Destroys"	Iron Tusk becomes available	A super destructive uppercut. Can only be used in God-Break mode.

Number of bullets/armor

Part name	robot name	Modification amount	effect	Number of installed rods
Wawel 1il	V(2) 5 billion 5.5 billion → 6 billion 3.5 billion → 7 billion		"4+1 of Wawel missiles	2(5)2)

[How to read the table]

① Part name: The name of the part that the robot can modify.

②Robot name: The name of the robot equipped with the technique

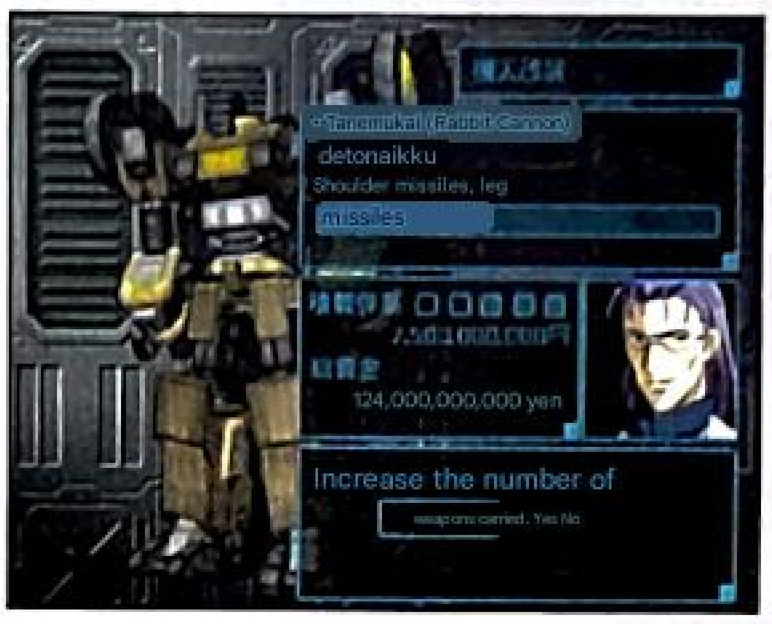
③Modification cost: The amount required for modification

The further to the right you go, the higher the modification level, and it can be modified up to a maximum of 5 levels.

④Effect: Effect when modified

⑤ Initial ammunition: The initial number of ammunition carried by the robot

The number in parentheses indicates the number of bullets fired when using a weapon (technique).


*Tanomukai (Rabbit Cannon)
detonaikku
Shoulder missiles, leg
missiles
124,000,000,000 yen
Increase the number of
weapons carried. Yes No

◀for each modification.
special reward is 500 million yen
expensive if you modify it. The
It will be

Part name	robot name	Modification amount	effect	Initial number of bullets loaded
``Wawel Missile	Wawel 5 billion → 5.5 billion → 6 billion → 6.5 billion 7 billion		Number of "Wawel Missiles" carried +2	4 (launch 2)
pyro burner	Wawel	5 billion 5.5 billion 6 billion 6.5 billion 7 billion	Pyro Burner ammo count increased by 50	150 (fire 50)
``Sky Torpedo	Lyall	5 billion 5.5 billion → 6 billion 6.5 billion → 7 billion	Sky Torpedo capacity +1	2 (fire 1)
aerial missile	Lyall	5 billion 5.5 billion → 6 billion → 6.5 billion 7 billion	Number of "Aerial Missiles" carried +2	4 (launch 2)
"Machine gun	grung	3 billion 3.5 billion → 4 billion → 4.5 billion → 5 billion	No change (increased due to new weapon development)	*1
detonator	grung	5 billion → 5.5 billion → 6 billion → 6.5 billion 7 billion	Number of Detonators +1	1 (1 shot)
shoulder missile	grung	5 billion 5.5 billion 6 billion 6.5 billion → 7 billion	Number of "Shoulder Missiles" carried +2	4 (2 shots)
"Leg Missile	grung	6 billion → 6.5 billion 7 billion → 7.5 billion → 8 billion	Number of "Leg Missiles" carried +6	6 (6 shots)
Armor reinforcement	Wawel lyall grung	5 billion → 10 billion → 15 billion → 20 billion → 25 billion	Increases the durability of the robot. +80 for each modification. "Can be modified up to 5 levels	—

Durability

Durability of each robot

robot name	Durability	Number of episodes
Vave (1)	2) None	(3)

Durability of other objects

object	Durability	Number of episodes
Bill (Special) 4	30(5)	3、12、26(6)、51

[How to read the table]

①Robot name: Robot name

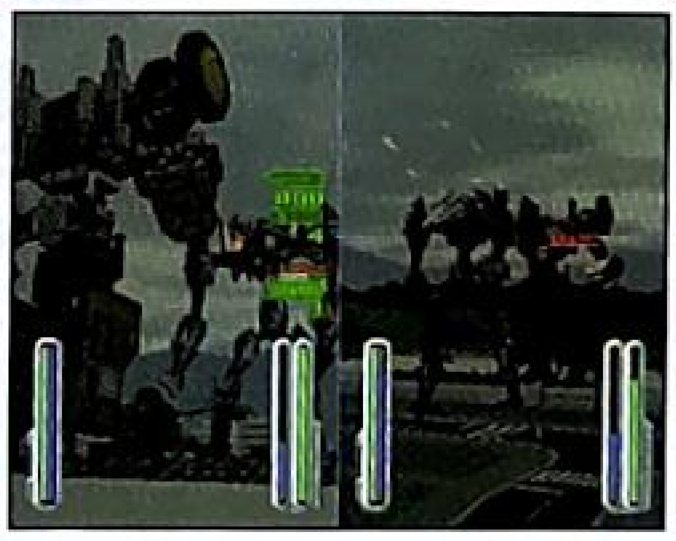
② Durability: Initial durability value when used in each mode

③ Appearance Number: The number of episodes in which the character appears as an enemy in Story Mode

④Target: Target building, vehicle, etc.

⑤Durability: Durability when appearing in story mode

⑥ Appearance Episode Number: The episode number that appears in story mode



◀and mobility.
Harrier have low durability
while Lyall, Grang and
Centurion is low. High,

"Durability of each robot

robot name	Durability	Number of episodes
Wawel	1000	None
Lyall	900	None
grung	1100	None
laborer	1000	1、3、6、8、15A、15B、17、18A、23、24、27、28、45、46、52
Drill Laborer	1100	5, 21, 32
Fire Laborer	1000	10, 14, 30, 48
siren	1000	29
Harrier	1250	7, 9, 13, 16, 26, 33, 44, 51
Harrier 2	1400	16, 22, 49
"Cyclone Harrier	1100	11、20
guardian	1000	40
centurion	1100	188, 19A, 198, 25, 31, 36, 37, 38, 43
Genshin Four	1250	42
Dark God Blow	1250	50
Fujin Fuga	1300	47
Rock Cave God Barrow	1300	41
"Doomsday Weapon Asmodeus	1500	53
space creature dantalion	1100	39
Valdre	1000	35

Durability of other objects

object	Durability	Number of episodes
Building (extra large)	300	3, 12, 26, 39, 51
Building (large)	150~170	6, 17, 31, 42, 53
Building (middle)	80~140	4, 14, 21, 34, 46
Building (small)	40~70	5, 10, 27, 37, 44
private house	3	1, 11, 25, 38, 50
car	3	2, 13, 25, 39, 48
``Volgara Ship	300	49
military helicopter	20	46
tank	20	6, 7, 10, 13, 39
target pole	300	12
"Jamming radio wave generator"	3	28, 30
BNN relay vehicle	15	44
BNN helicopter	15	43, 51
"Satellite Machine"	6	26, 42
`Others	20	1, 11, 25, 38, 50

*For items that appear in many episodes, only a portion of the episodes are listed.

Durability is only a guideline and may vary depending on the mission.
or may break due to repeated contact.

※1:30mm machine gun... 1400, 40mm cannon... 1600, 50mm cannon... 1800. The number of shots is uniformly 200.

special reward

Award name	amount	Acquisition conditions	map	Number of episodes you can get
strong education ①	2) Defend Senjo High School 33		Sen4machi	1, 4, 5, 10, 11, 16, 2051, 22, 24, 25.27 .28.

[How to read the table]

① Prize name: The name of the prize that will give you the special reward

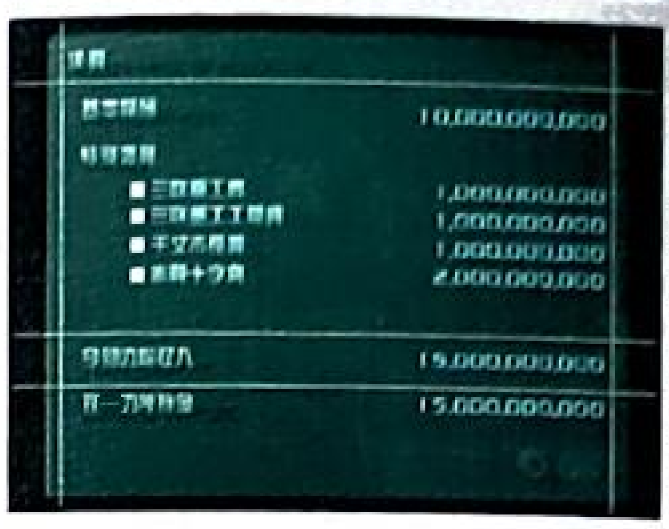
② Amount: The amount you will receive when you win the prize.

③ Acquisition conditions: Conditions required to acquire special rewards

You can earn it if the building has not collapsed when you complete the mission.

④Map: Name of the map where you can get special rewards

⑤Number of episodes you can earn: Number of episodes where you can receive special rewards



Just by winning the award, the entire new urban center will receive 5 billion yen.

Award name	amount	Acquisition conditions	map	Number of episodes you can get
Educational Enhancement Award	500 million	Defend Senjo Daiichi High School	Senjo city	10, 11, 16, 20, 21, 22, 24, 25, 27, 28, 30, 31, 32, 38, 42, 45, 46
Misaki Heavy Industries Award	1 billion	Defend the Misaki Heavy Industries headquarters building	Senjo Shintoshin	8、13、14、15A、17、19A、19B、23、26、29、39、40, 44, 47, 48, 51
Misaki Heavy Industries Factory Award	1 billion	- Defend Misaki Heavy Industries' First Factory	Senjo Shintoshin	
Mayor Senjo Award	1 billion	Defend Senjo City Hall	Senjo Shintoshin	
Red Winged Cross Award	2 billion	Defend Senjo Hospital	Senjo Shintoshin	
"Observatory Defense Award"	1 billion	defend the observation deck	Senjo Port	9, 43, 49
BNN Appreciation Award	1 billion	Defend BNN Senjo Broadcasting Station	Senjo Port	

match

Enemy robot usage conditions

enemy name	conditions
Wawel 1	from the beginning ②

Battle map usage conditions

map name	Terms of use
rome ③	Used from the beginning 4

[How to read the table]

①Robot Name: The name of the robot that can be used in VS mode

②Conditions for use: Conditions for using robots in VS mode

It will become available once you clear the story mode.

③Map Name: The name of the map that can be used in VS mode.

④Conditions for use: Conditions for using the map in VS mode

It will become available once you clear the story mode.

Battle mode
Valdre
Volgara District
PLAYER 1
PLAYER 2
normal control
normal control

Once you clear the story mode, you can play almost any enemy and map.

Conditions for using robots and enemy robots

enemy name	conditions
Wawel	from the beginning
Lyall	from the beginning
grung	from the beginning
laborer	from the beginning
Drill Laborer	"Clear episode 5
Fire Laborer	"Clear episode 10
siren	"Clear episode 29
Harrier	Clear episode 7
Harrier 2	"Clear episode 16
Cyclone Harrier	"Clear episode 11

enemy name	conditions
guardian	"Clear episode 40
centurion	Complete Episode 19 (※1)
Genshin Four	"Clear episode 42
"Dark God Bro	After clearing episode 50
Fujin Fuga	"Clear episode 47
Rock Cave God Barrow	[Clear episode 41
"Doomsday Weapon Asmodeus	Complete Episode 53 (※2)
"Space Creature Dantalion"	"Clear episode 39
Valdre	Complete Episode 53 (※2)

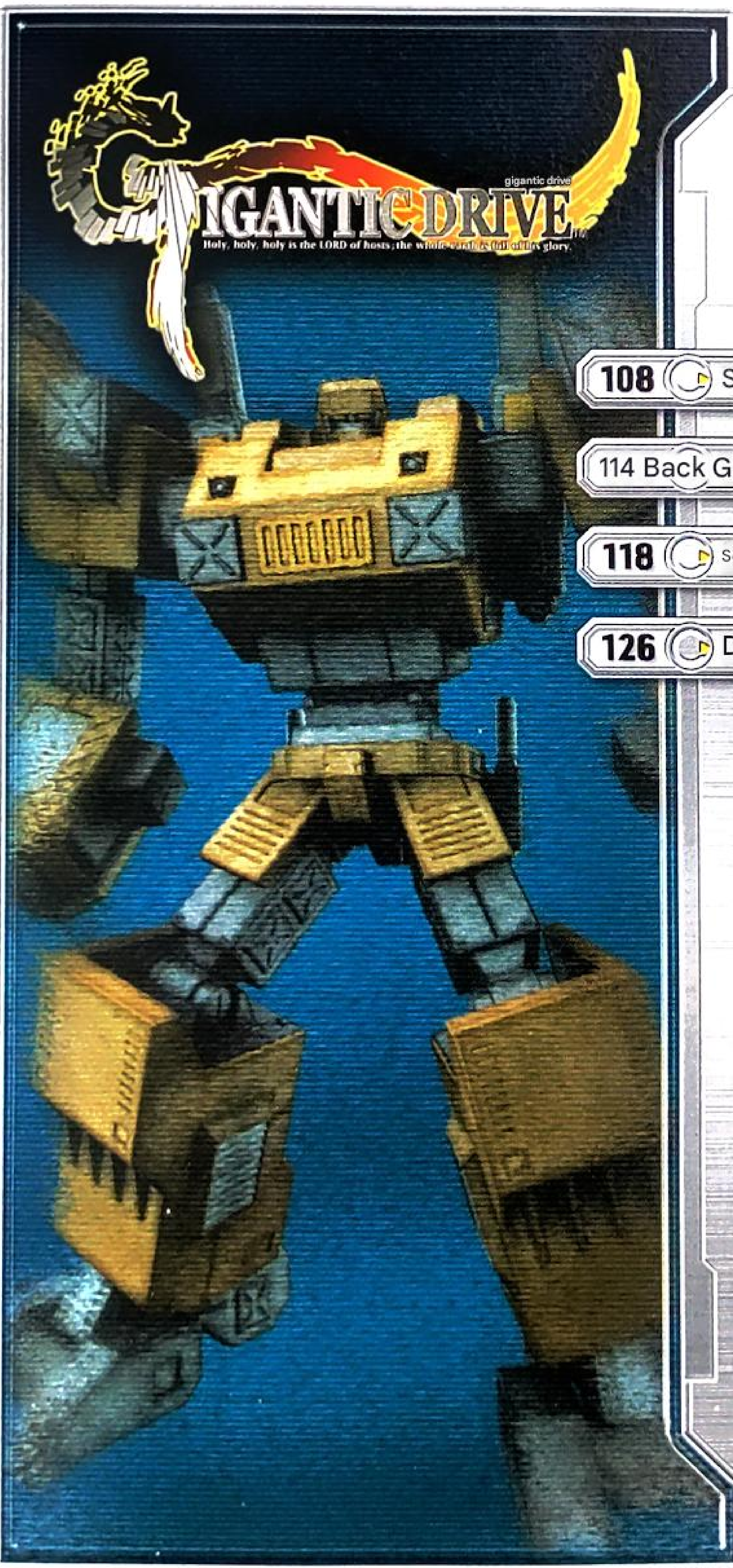
*1 Episode 19 can be either "Centurion" or "The Only Perfect Robot (Part 2)." *2 Asmodeus can be used if the protagonist is Naoto or Ryo, and Valdor can be used if the protagonist is Yui.

Battle map usage conditions

map name	Terms of use
rome	Available from the beginning
Senjo city	Available from the beginning
Senjo Shintoshin	Available from the beginning
Tokyo	"Available after clearing Episode 3

map name	Terms of use
Senjo Port	"Available after clearing Episode 6
Chihayayama	"Available after clearing Episode 33
"Volgara Occupied Zone	"Available after clearing Episode 50

>>> Special projects & setting materials


gigantic drive
GIGANTIC DRIVE
Holy, holy, holy is the LORD of hosts; the whole earth is full of his glory.

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SPECIAL INFORMATION

Special project edition

From this page onwards, we will be introducing some unique ideas from the game's strategy guide. Aside from simply controlling the robots and progressing through the story mode, "Gigantic Drive" offers a variety of different ways to play. Enjoy the many ideas that could be called "the other side of Gigantic"!

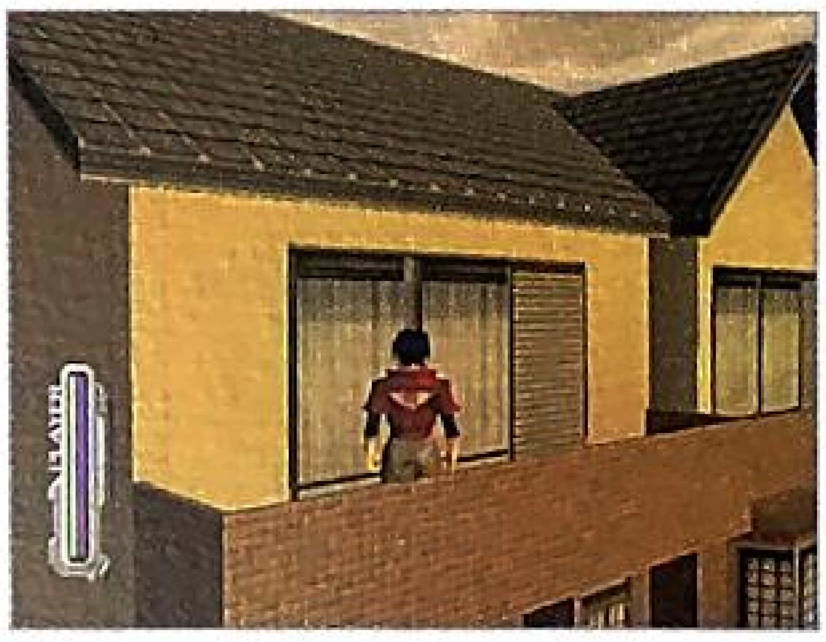
Senjo Walker

We'll introduce you to the buildings and advertisements that exist in Senjo City. Enjoy the meticulously crafted cityscape.

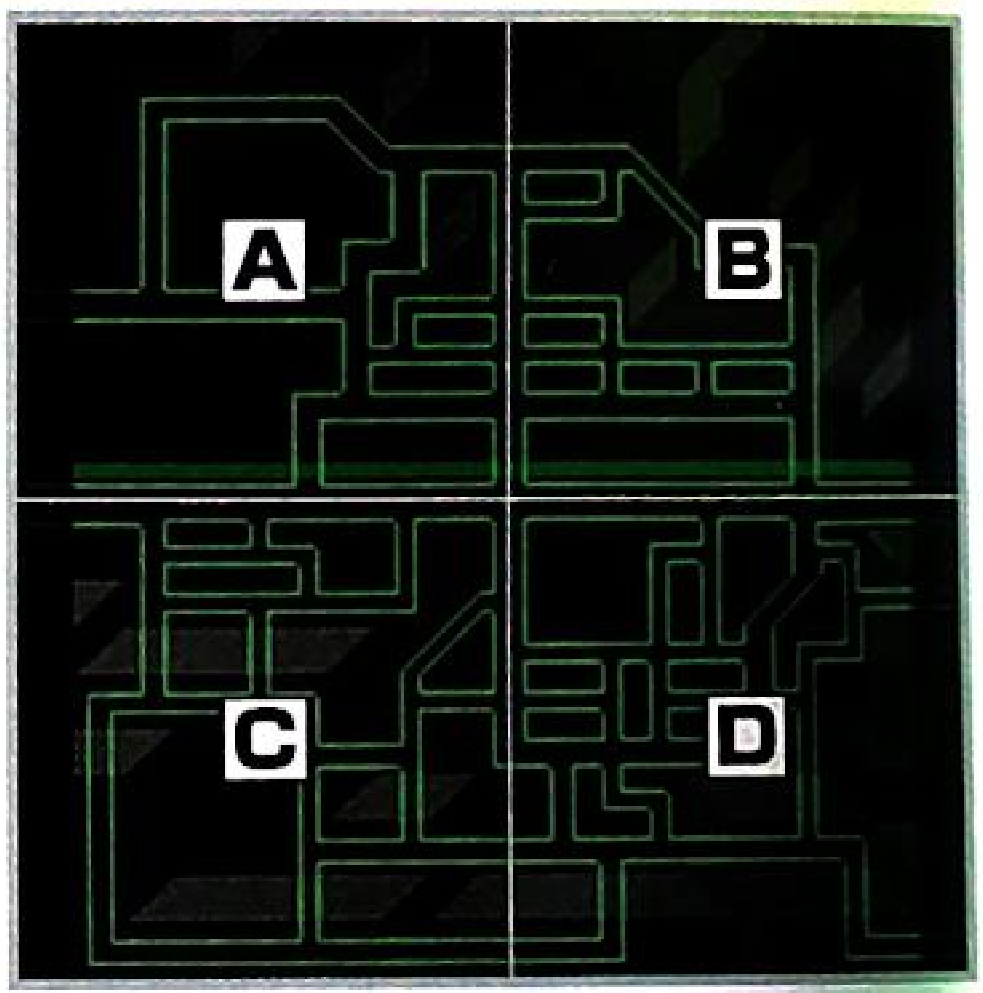
≫Senjo city

A quiet residential area surrounded by greenery

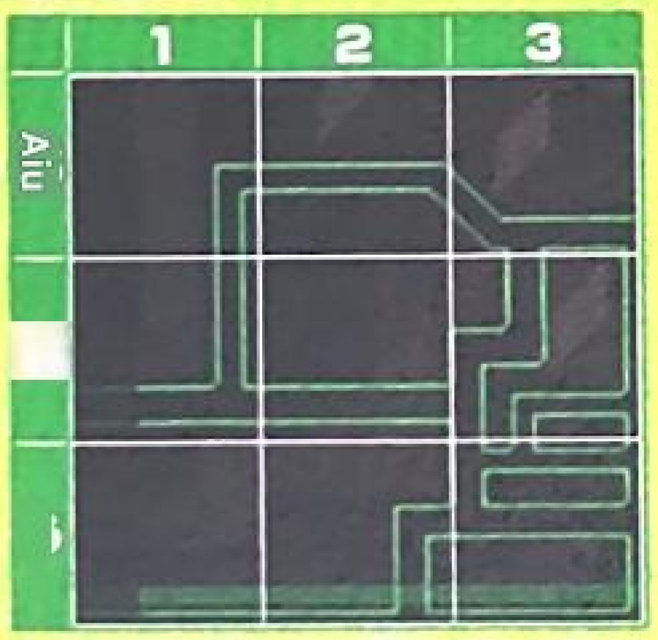
This is a city map centered around Minami-Senjo Station. There are a variety of stores and buildings around the station, and residential areas surround them. The suburbs are home to a large supermarket and a high school, and there's plenty of greenery, making for a perfect environment. Now, if only Volgara didn't appear, it would be perfect!



⬆The feature of this map is the residential area. Each house is carefully crafted and you can even stand on the balcony.



District A



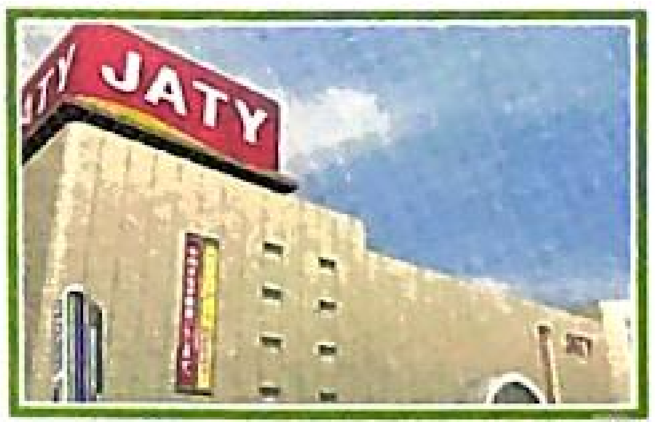
Buildings in this area

- JATY
- Bullnose Japan Building
- T-PHONE
- Price
- BURGER Q
- Melkart

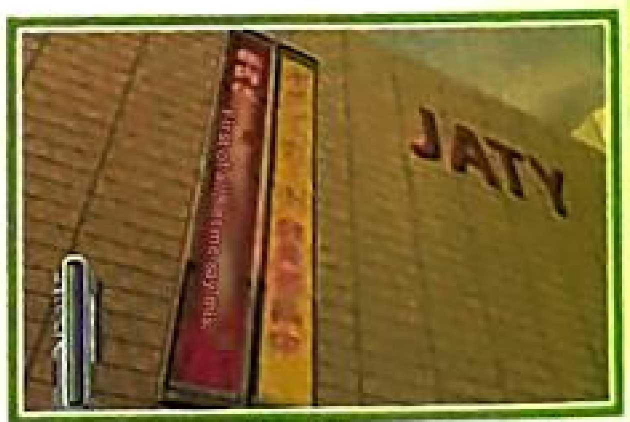
Minamisenjo Station

I-1 JATY

It's a huge five-story supermarket in the suburbs. There's a large parking lot, but not a single car is parked there, and there's no sign of people. It's also sad that there's no rooftop game corner, a staple of department stores. Perhaps it's closed...?



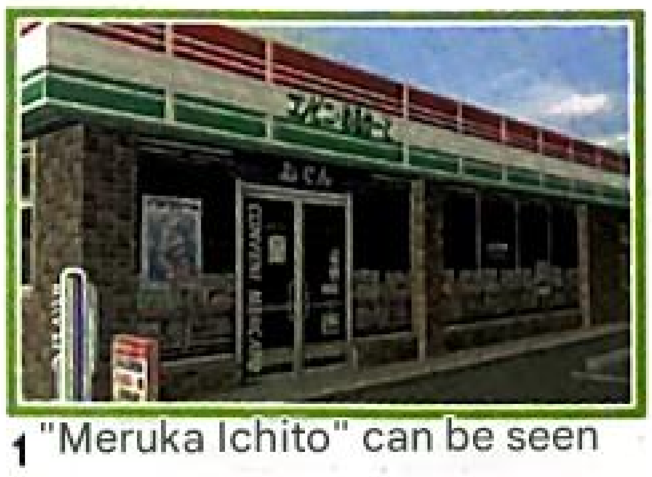
1 The building's wall has the word "JATY" written on it. Is "Jati" the correct way to read it...?



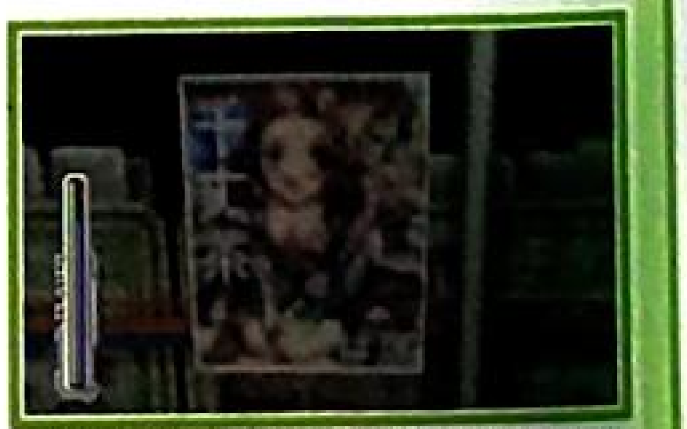
It is open every day throughout the year and appears to offer a points card service.

5-2 Melcart

Convenience stores dotted around Senjo City. "Mercarto" means market in Italian. In Japanese, it would be called an open-air market. They sell alcohol, tobacco, oden, soft serve ice cream (150 yen), courier services, ticket sales, and more.

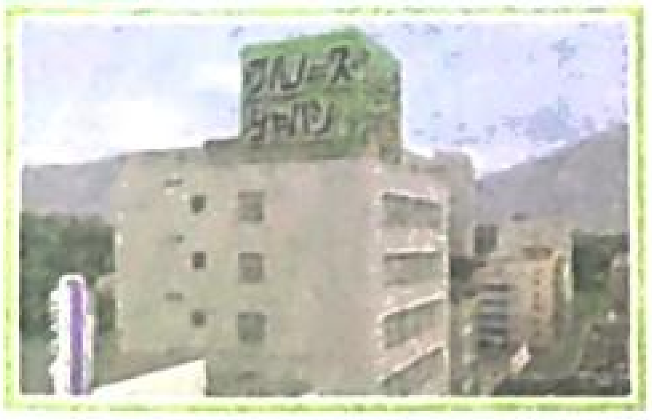


1 "Meruka Ichito" can be seen in various places, not just in Senjo city.



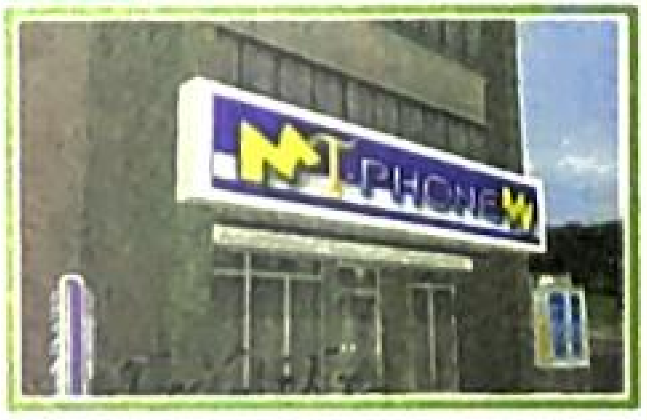
1 There is a poster in the window advertising a product called "Senjo Tea." Is it a local specialty of Senjo?

い−3 Bullnose Japan Building



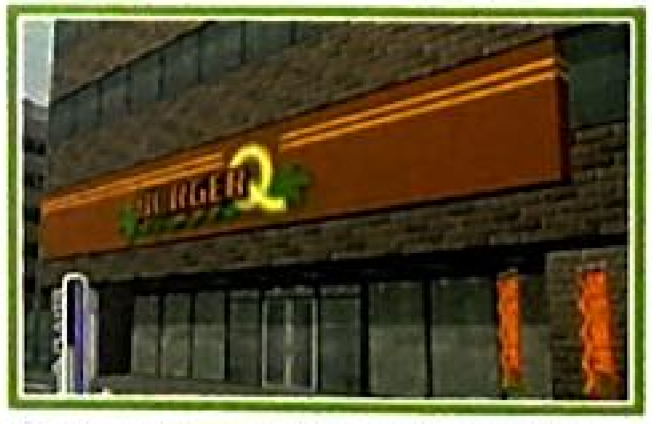
Speaking of Bullnose, it's the company run by Ellen's parents. It appears to be the Japanese branch.

い−3 T-PHONE



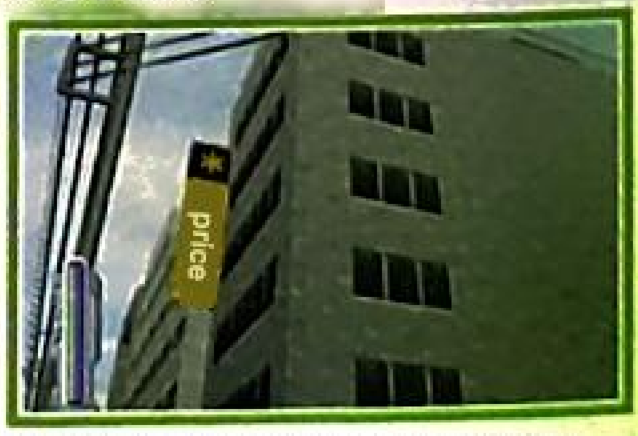
⬆A mobile phone shop. It's unclear what the initial "T" stands for.

う−3 BURGER Q



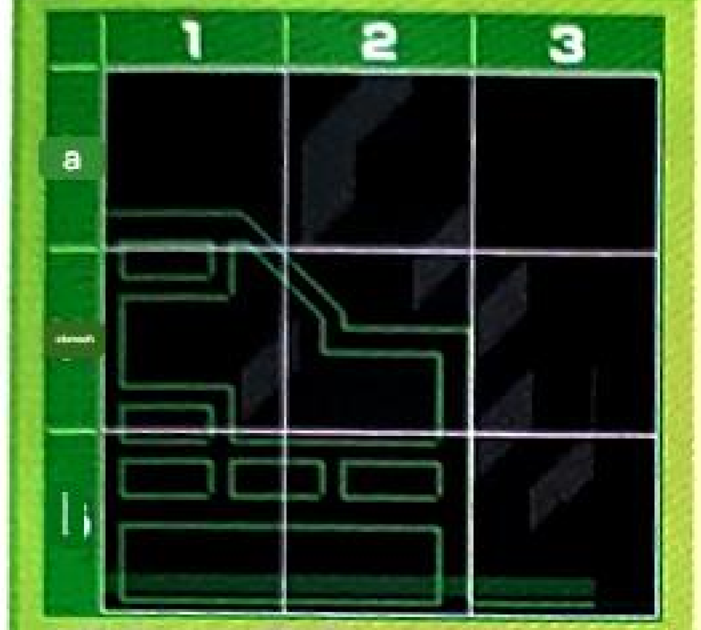
⬆A hamburger shop. Is the name a pun on barbecue?

5-3 Price



★Judging from the name, it is thought to be a financial building, but the details are unknown.

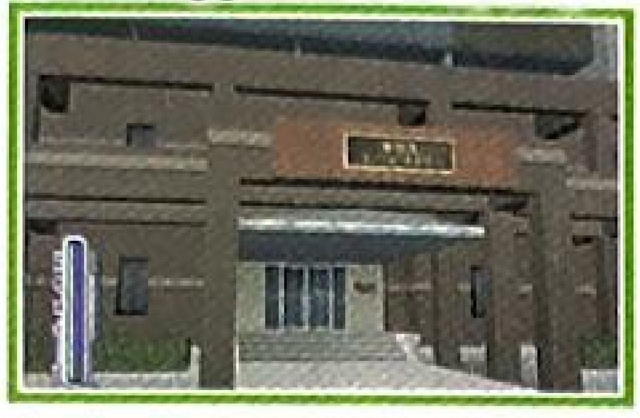
B district



Buildings in this area

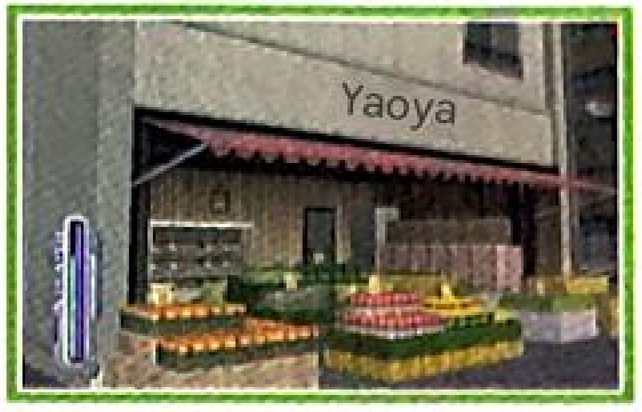
- real estate
- Giggs Comfort Tower
- BOOK
- Umauma Rain
- **DRUG STORE**
- Yaoya
- **PHOTO 30**
- Otawara Shoji
- **VIDEO NOU VELLE**
- A Rental car

い-2 Giggs Comfort Tower



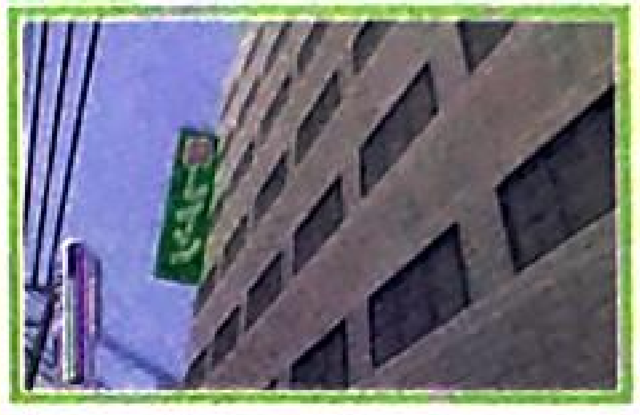
The tallest high-rise apartment building in Senjo City. The view from the balcony is amazing!

う−1 Yaoya



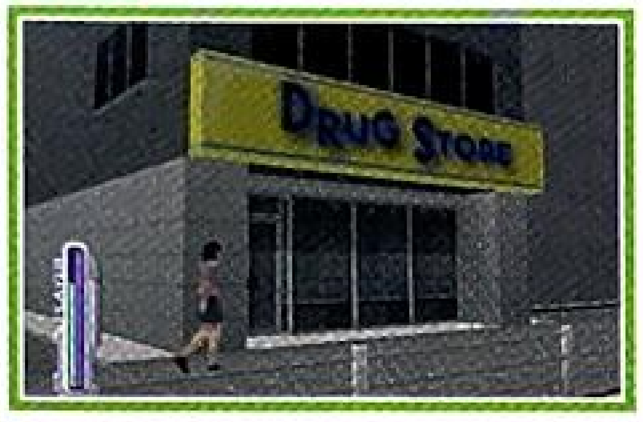
◆The fruit and vegetable store where Nanaho worked part-time. The owner was a kind and nice guy.

う−1 Umauma Rain



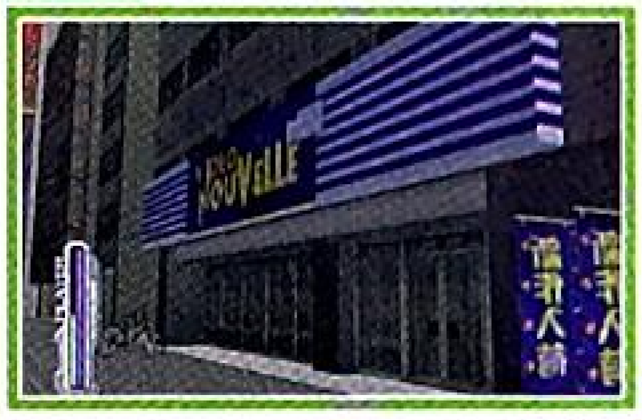
⬆Judging from the name, this is probably a financial building.

う−1 DRUG STORE



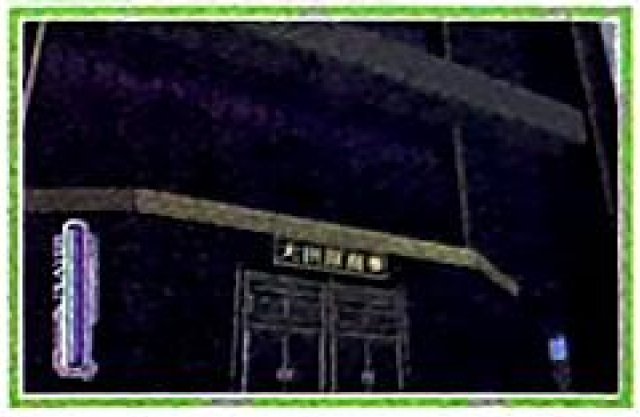
As the name suggests, it's a drugstore. The impersonal design of the store is typical of a pharmacy.

う−1 VIDEO NOU VELLE



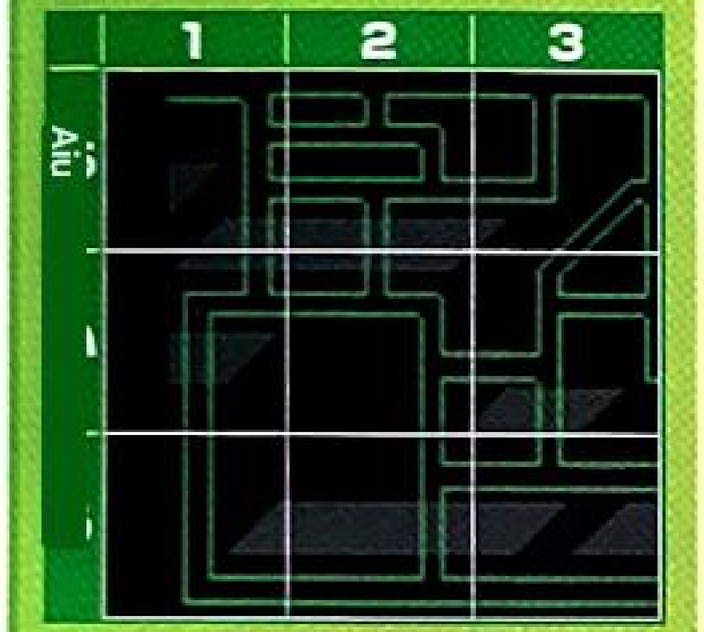
◆Video rental shop. There's always a flag up announcing new arrivals.

53 Otawara Shoji



*The infamous black building. On the roof is a shachihoko (a demon's face).

C district

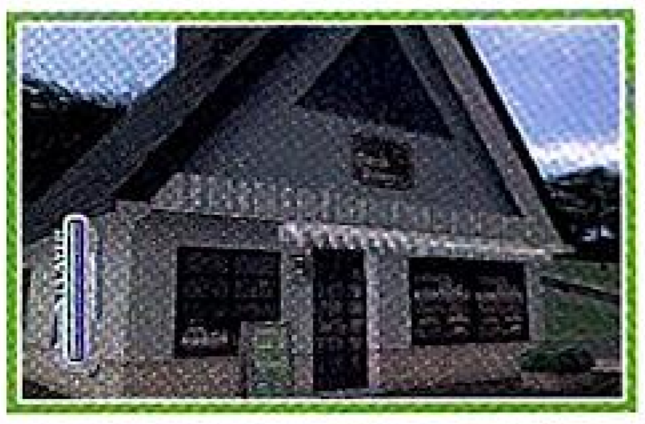


Buildings in this area

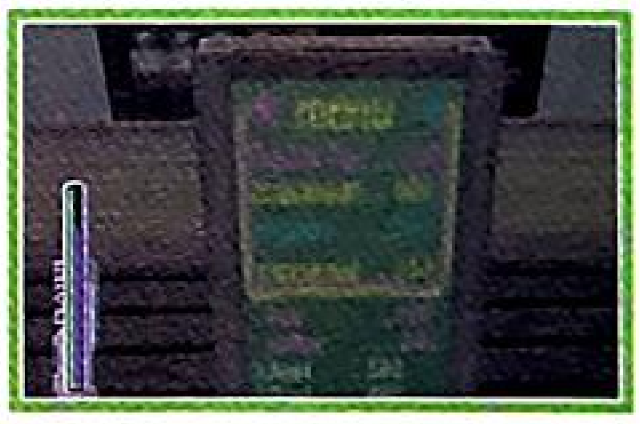
- Panda Bakery
- East Square Pires
- Grandma's house
- Senjo Daiichi High School
- Melkart

Ah 2 Panda Bakery

This bakery has an impressive triangular roof. It's an important building that plays a role in the event as it's where Nanaho works part-time. There's a sign hanging near the entrance with a cute illustration of a panda on it. Also, take a look at the signboard next to the door.

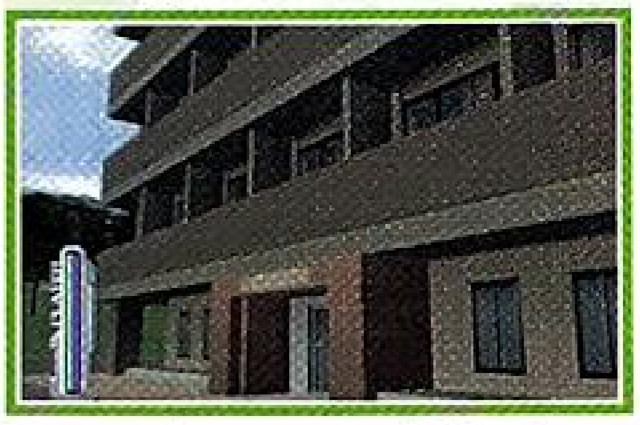


◆The building is typical of a bakery. Only half of your body can fit into the chimney on the roof.



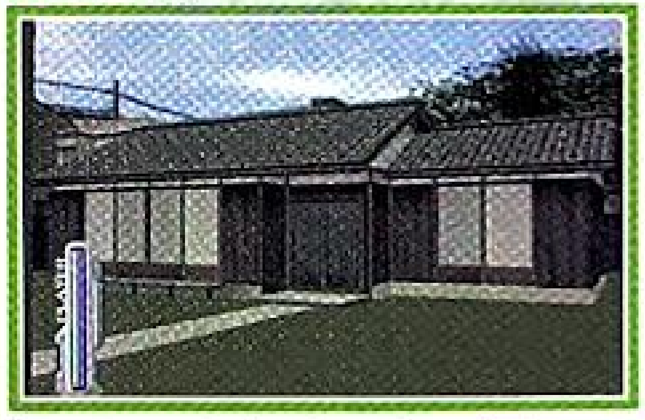
⬆The menu is written on a signboard. French bread for 200 yen...?

East Square Pires



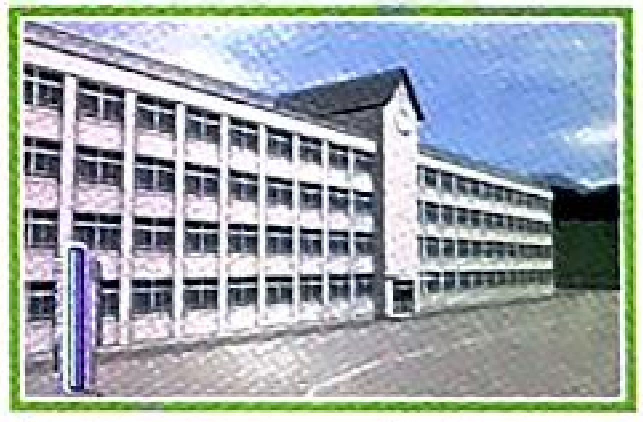
◆An 8-story luxury apartment building. The key point is that it is called Pires, not Palace.

い−3 grandma's house



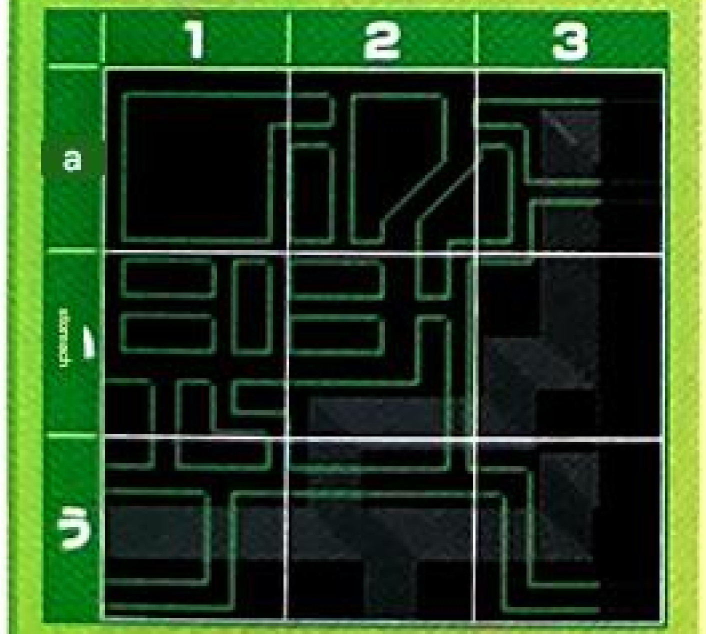
◆ Nanaho's grandmother's house. It is completely destroyed in the first episode, but is quickly rebuilt.

い−1 Senjo Daiichi High School



◆The high school that the protagonist and Nanaho attend. The clock in the school building always points to 12 o'clock.

D district

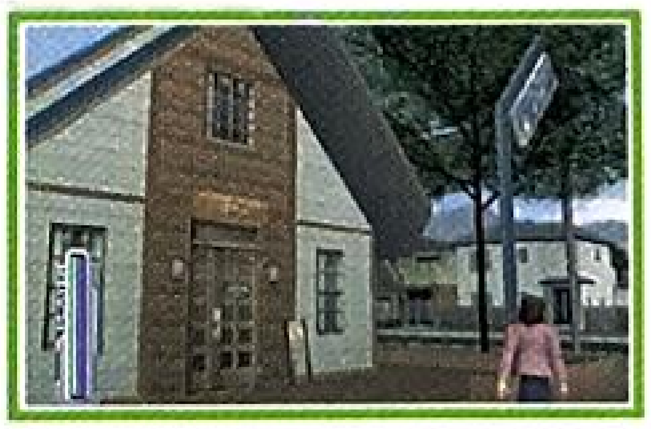


Buildings in this area

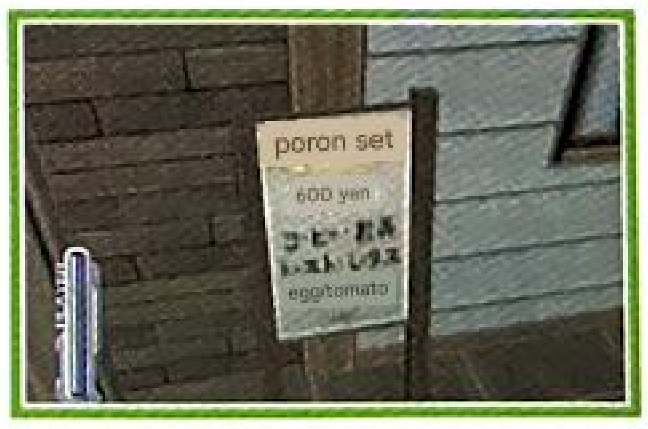
- Civilization Preservation Foundation
- Aimar Senjo Hills
- Coffee House Baron
- Tsukioka family
- Yukoso

A-2 Coffee House Baron

This is the cafe where Nanaho works part-time. Like Panda Bakery, it's an important building involved in events. There's a parking lot, and two cars are always parked there. Next to the entrance, there's a signboard with the menu. If you're interested, why not check it out?

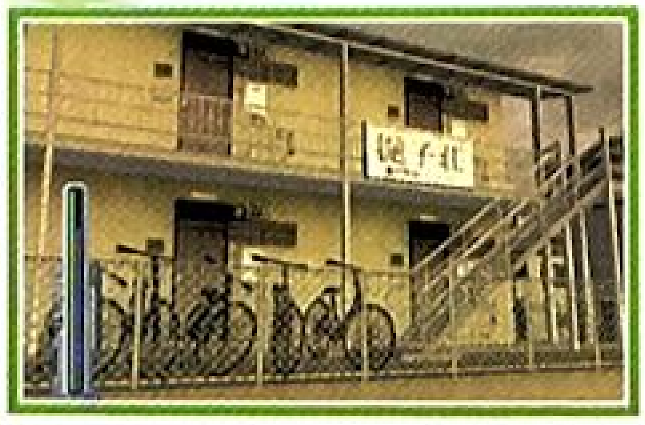


◆The building is very easy to remember, with its triangular roof and car. The design of the sign is also noteworthy.



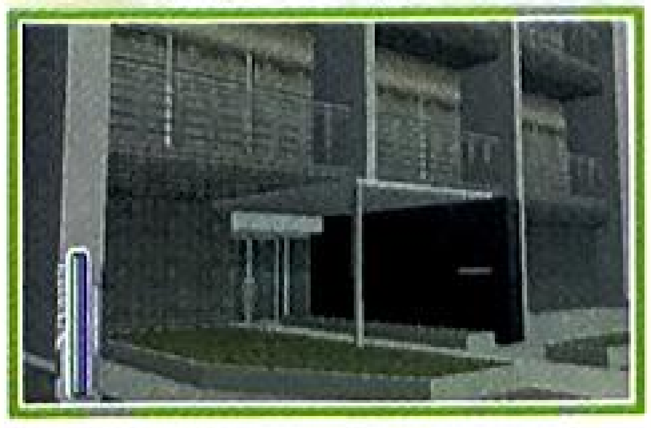
⬆The "Poron Set", which includes coffee, toast, etc., costs 600 yen.

A-2 Gardenia House



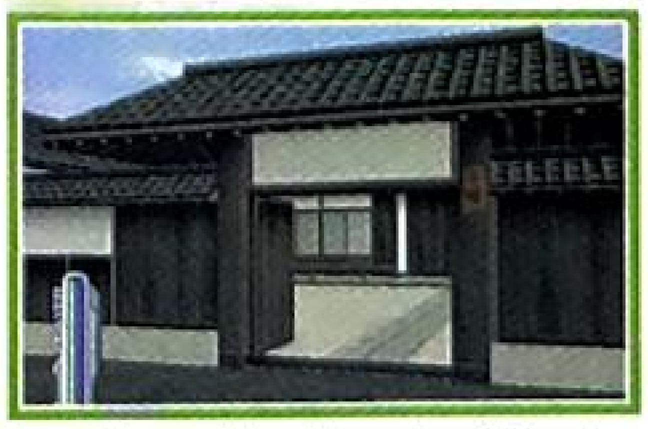
The apartment where Nanaho will be living. "Kuchinashi" is pronounced "kuchinashi."

Ah 2 Aimar Senjo Hills



The apartment building where Kaoruko lives. It is unknown which apartment she lives in.

March Oka family

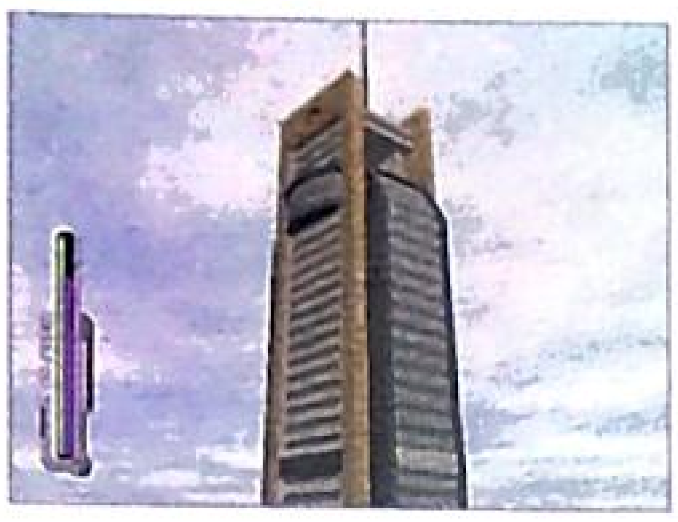


The main character's house is impressive, with its purely Japanese design. It's quite a dignified building.

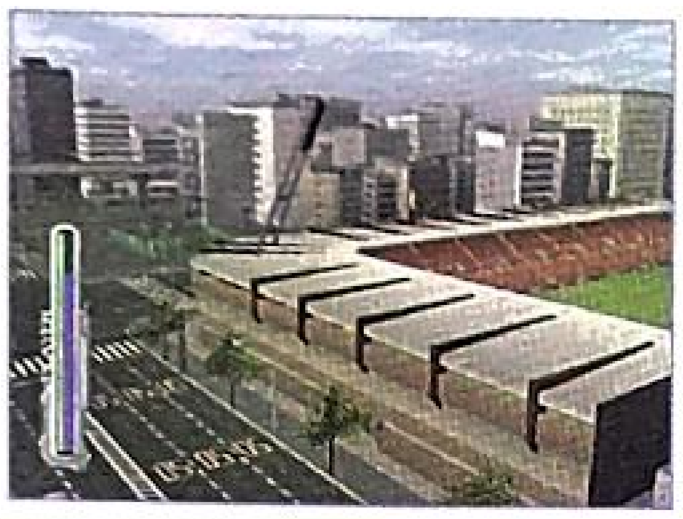
≫Senjo Shintoshin

A modern city lined with office buildings

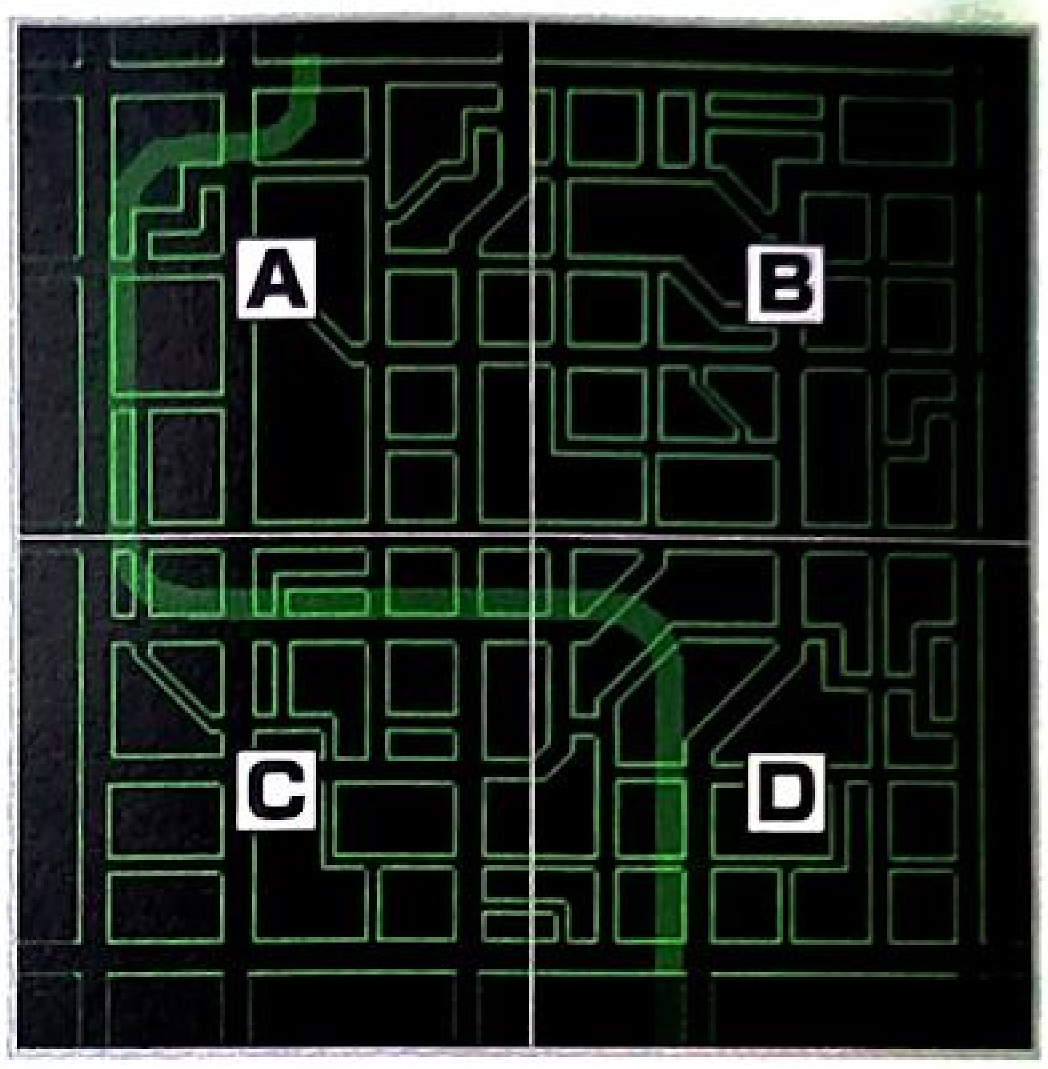
This modern city spreads out from Nishi-Senjo Station. It is characterized by the large number of important buildings related to events, including the global giant Misaki Heavy Industries. As it is a new urban center, there are many more companies and advertisements than in Senjo City. It is a city where you can make many discoveries just by walking around normally.



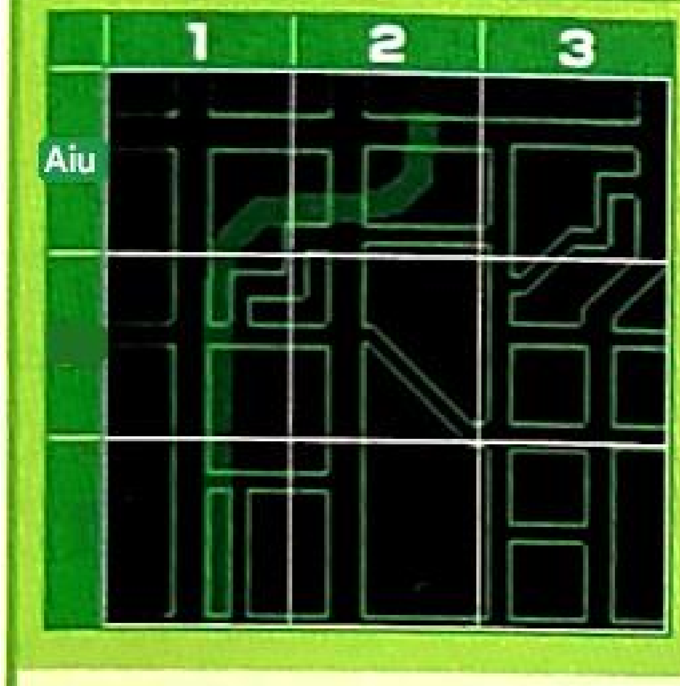
building. ◆The tallest building on this map
building is the Misaki Heavy Industries headquarters
You can see the whole city from the rooftop. The



⬆office buildings.
stadiums, tennis courts, and
There are also courts,

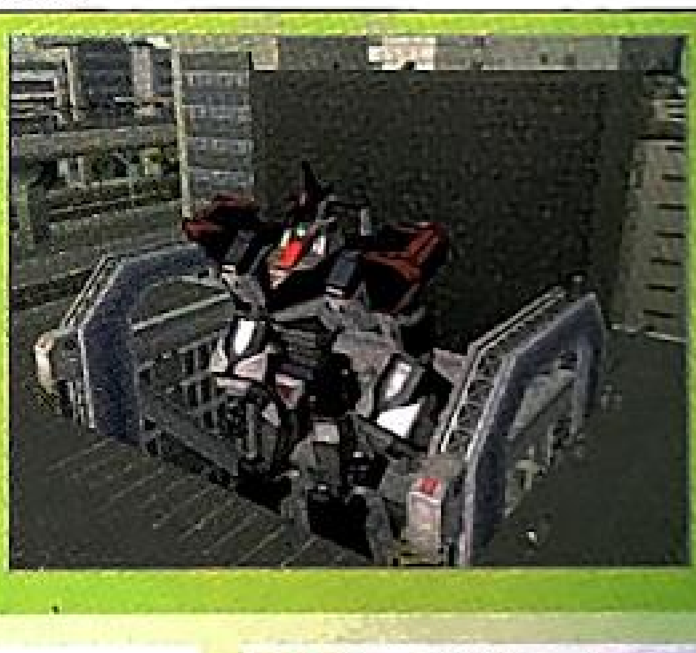


District A



Buildings in this area

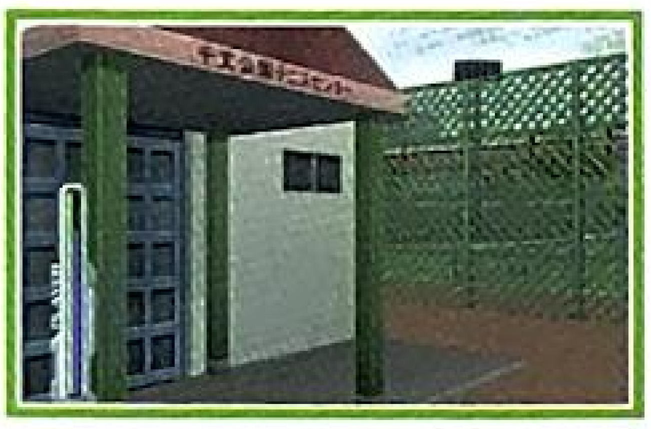
- Meiro Shinkin Bank
- BURGER Q
- PHOTO 30
- GREEN SERVICE
- Umauma Rain
- real estate
- BOOK
- Coffee
- Dealer
- T-PHONE
- VIDEO NOU VELLE
- Price
- Extro
- Senjo Park Tennis Center
- Stadium
- Misaki Heavy Industries Head Office Building
- UFO BANK



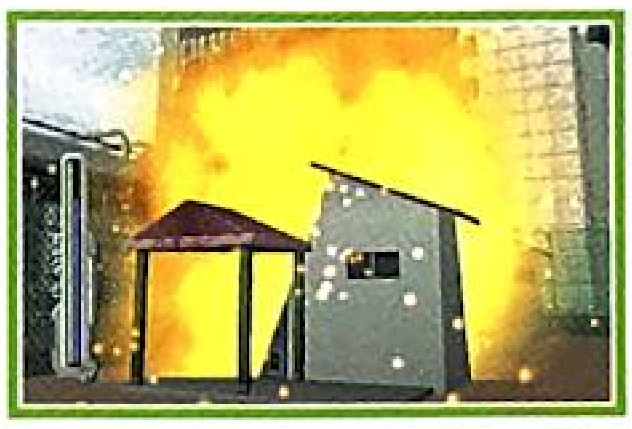
⬆the
is. There is a departure gate for
Be sure to know where it

5-1 Senjo Park Tennis Center

Officially, it's a tennis center, but in fact, this is the launch gate for the robots in Senjo New City. When Volgara appears, the entire facility opens like a door, and the robots emerge from within. It's a little scary to think that there might be citizens sweating on the tennis courts when the robots take off.

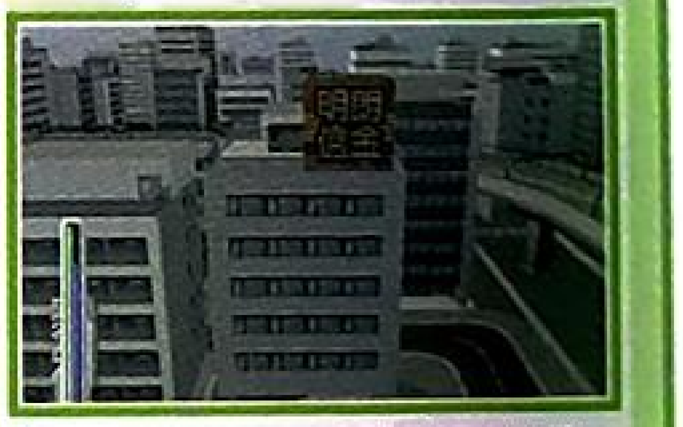


◆There is a building that looks like an office and two tennis courts, and the facilities are fully equipped for night games.



◆The only building in the game that cannot be destroyed. It is quite a special building.

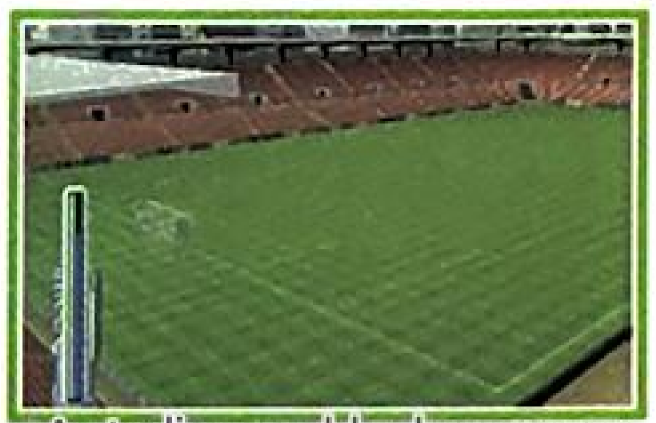
A-1 Meiryo Shinkin Bank



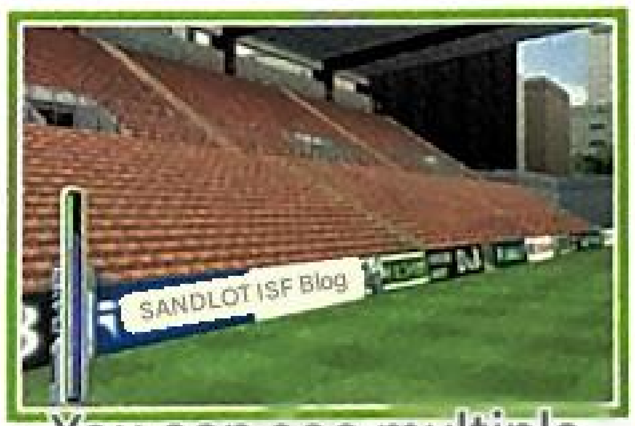
⬆As the name suggests, it is a bank building. A bank that is not often seen throughout the city.

5-2 Stadium

This stadium is the face of Senjo New City. Considering that it is a stadium dedicated to soccer, it shows how popular soccer is in Senjo City. However, be careful, as destroying this facility in the battle with Volgara will increase the total damage.

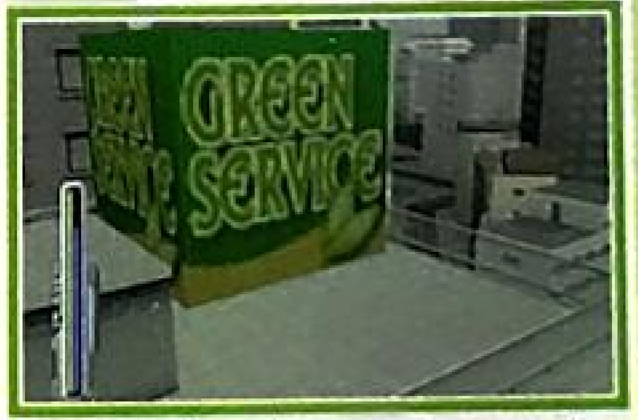


⬆A stadium suddenly appears in an office district. The home team is unknown.



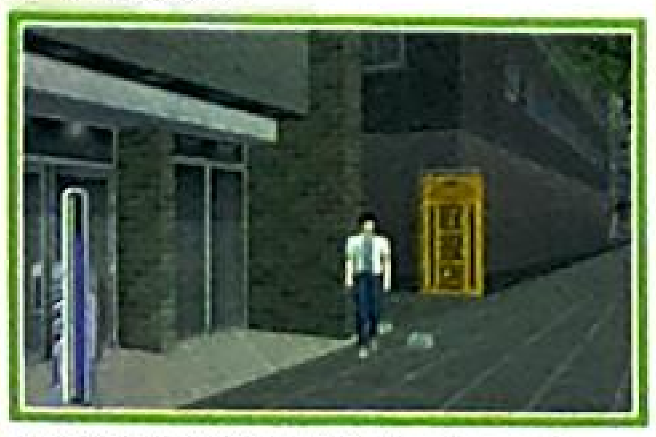
⬆You can see multiple sponsor advertisements on the grounds.

I-3 GREEN SERVICE



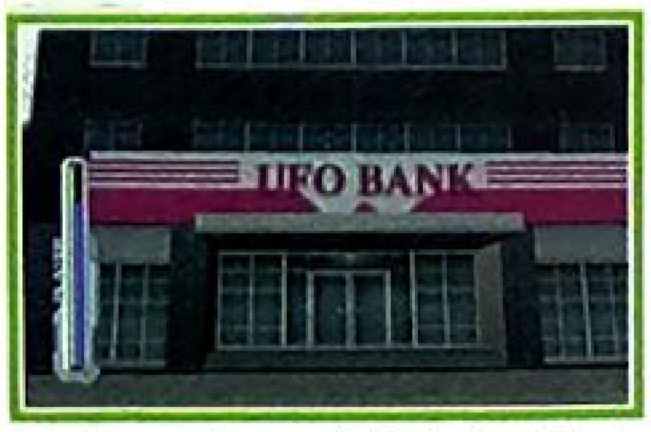
⬆Judging from the company name, it's
Body either a cleaning company or a detective agency.

E-3 Dealer



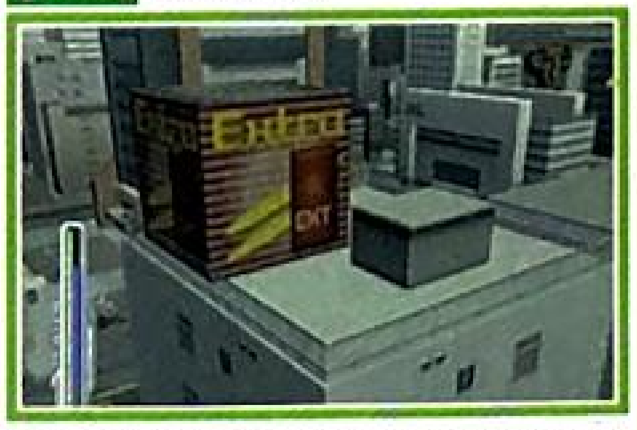
A mysterious building with only a flag saying "Dealer." There's no hint of a crime...

I-3 UFO BANK



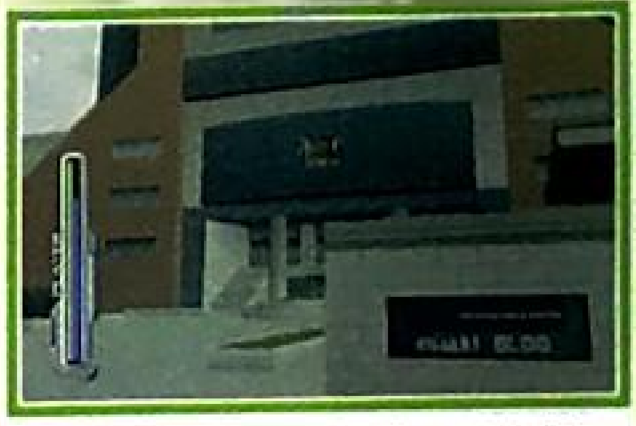
A bank you often see in Senjo New City. I wonder what UFO stands for.

5-3 *Extro*



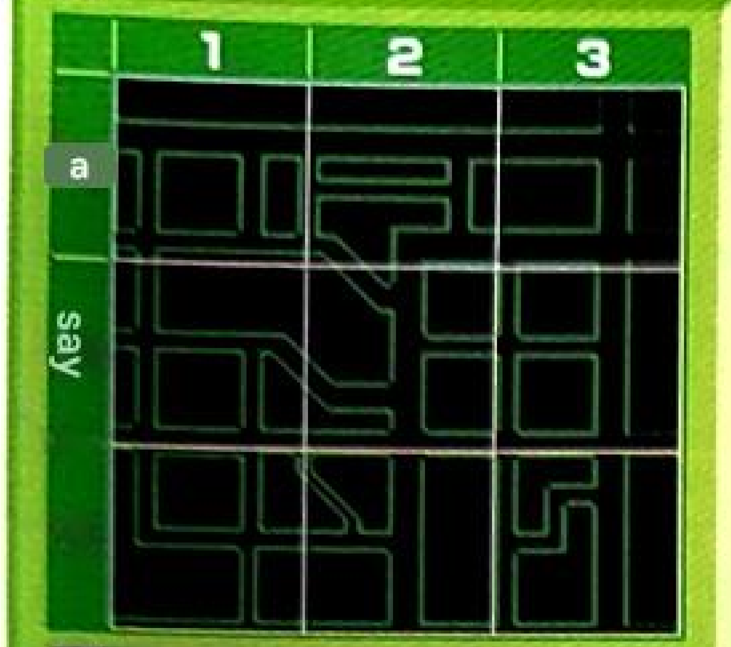
◆Canned coffee advertisement. The extremely simple design of the can is apparently popular.

5-3 Misaki Heavy Industries Head Office Building



◆This is Misaki Heavy Industries' skyscraper building, which can be said to be the symbol of Senjo New City.

B district



Buildings in this area

- **BOOK SHOP**
- Japanese Cultural Research Institute
- Luxury Style ・Donburi Bar
- Masterpiece market
- Umauma Rain
- **Coffee**
- **GREATE MIRAI FLAVOR**
- BOOK
- **SPADE ONE**
- **T-PHONE**
- Senjo Hospital
- Misaki Heavy Industries First Factory

う- 2senjo Hospital

This huge hospital is the pride of Senjo City. Its ominous 13-story structure is in some ways fitting for the city. In addition to the main entrance, there is also an entrance on the back side, which takes you straight to the main entrance. This is a great place to make effective use of in battles and other situations.

*It's a comprehensive (!?) hospital, so it's impressive. It's also popular in Volgara.

⬆In addition to the main entrance, there is also an entrance for emergency patients. However, there are no ambulances in sight.

51 Japanese Culture Research Institute

◆As the name suggests, this is a suspicious facility that studies Japanese culture.

A-2 Luxury Style

◆Literally translated, it means luxury style. In the end, I'm not sure what kind of company it is.

I-1 Donburi Bar

Rumor has it that this is a new type of restaurant that combines rice bowls and a bar.

い-2 Masterpiece market

Masterpiece market

*It appears to be a market that sells luxury goods, but the details are unknown. There are vending machines outside.

5-1 Misaki Heavy Industries First Factory

◆Misaki Heavy Industries factory. I'm not sure where the second factory is.

う-1 GREATE MIRAI FLAVOR

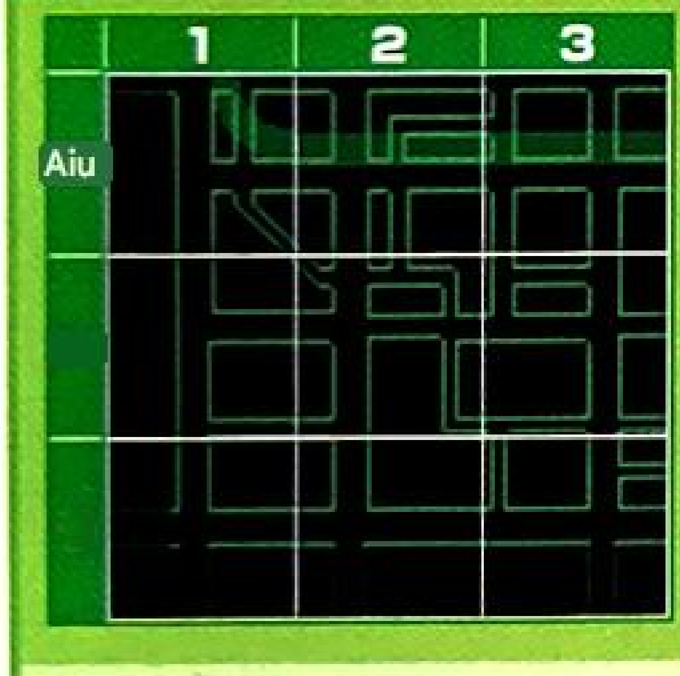
GREATE MIRAI FLAVOR

Judging from the name, I think it's a food company, but is that correct?

う-2 SPADE ONE

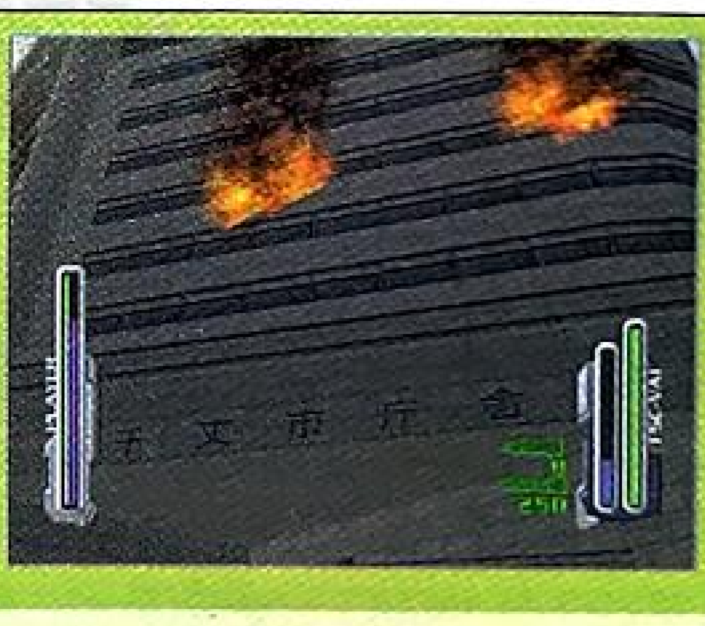
⬆We only know the name, and don't know what kind of company it is. It gives off the impression of being a bank, but...

C district



Buildings in this area

- **BURGER Q**
- ・Price
- Umauma Rain
- real estate
- **DRUG STORE**
- **? ? ?**
- **BOOK SHOP**
- **VIDEO NOU VELLE**
- pharmacy
- Dainippon Transport Co., Ltd.
- Tsukioka Industry
- **Coffee**
- **FILLING GAS**
- Ramen Taisho
- Senjo City Hall



There is also a fire.

The building shaped like an elephant. Episode 14

⬅The City Hall of Chienjo received the Defense Award.

Ah 2????

This convenience store has a name I'm not sure about. While trash cans and public telephones are common convenience store amenities, the presence of a vending machine is a bit surprising. Furthermore, when you try to enter the store, you somehow end up on the roof. What's inside?

⬆ is the name of this convenience store? It can be read as "L" in the original Japanese. What

◆The trash cans are divided into three types to facilitate sorting. A nice touch.

Ah 2 pharmacy

◆A pharmacy with a very straightforward and easy-to-understand name. Is it popular?

い-1 Dainippon Transport Co., Ltd.

Dainippon Transport
Co., Ltd.

◆A transportation company as the name suggests. Judging from the name, it seems to be a large company.

い-2 Tsukioka Industry

Tukioka
Industry

◆The protagonist's company is supposed to have gone bankrupt. It's supposed to be inactive now, right?

I-3 FILLING GAS

FILLING GAS

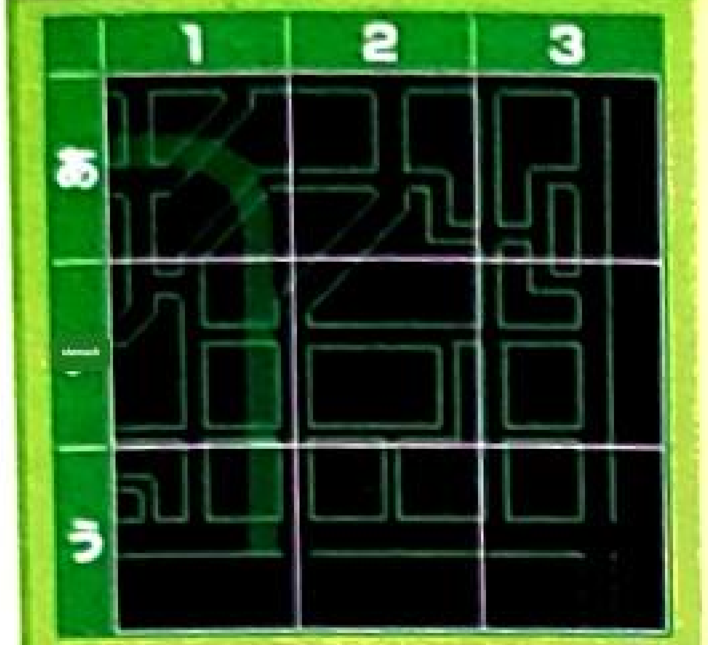
⬆Considering the name, it seems to be a company that deals in oil.

I-3 Ramen Taisho

Ramen Taisho

⬆The only ramen shop in Senjo City. Apparently it's so popular that there's a line every day.

times district



Buildings in this area

- **Natural Creation**
- pharmacy
- **UFO BANK**
- BOOK
- **VIDEO NOU VELLE**
- Daiichi Yamada Building
- **Shiny Sky!**
- Evacuation guidance team headquarters

い-2 Evacuation guidance team headquarters

This is the headquarters of an organization that guides evacuated citizens to safety. Eren also belongs to this organization. There is a balcony at the top of the building, and you can access it by entering through the entrance on the first floor. Please note that you cannot stand on the two antennas on the roof.

◆Depending on the event, destroying it may result in game over.

⬆The rooftop balcony offers a good view, so make good use of it during battles.

あ-1 *Natural Creation*

Natural
Creation

The literal translation is "creation of nature." It is unclear what the company makes.

い-1 Daiichi Yamada Building

Daiichi Yamada
building

◆The building owned by Yamada. The second building is nowhere to be found.

い-3 *Shiny Sky!*

⬆A shampoo ad that claims to make hair smooth to the touch.

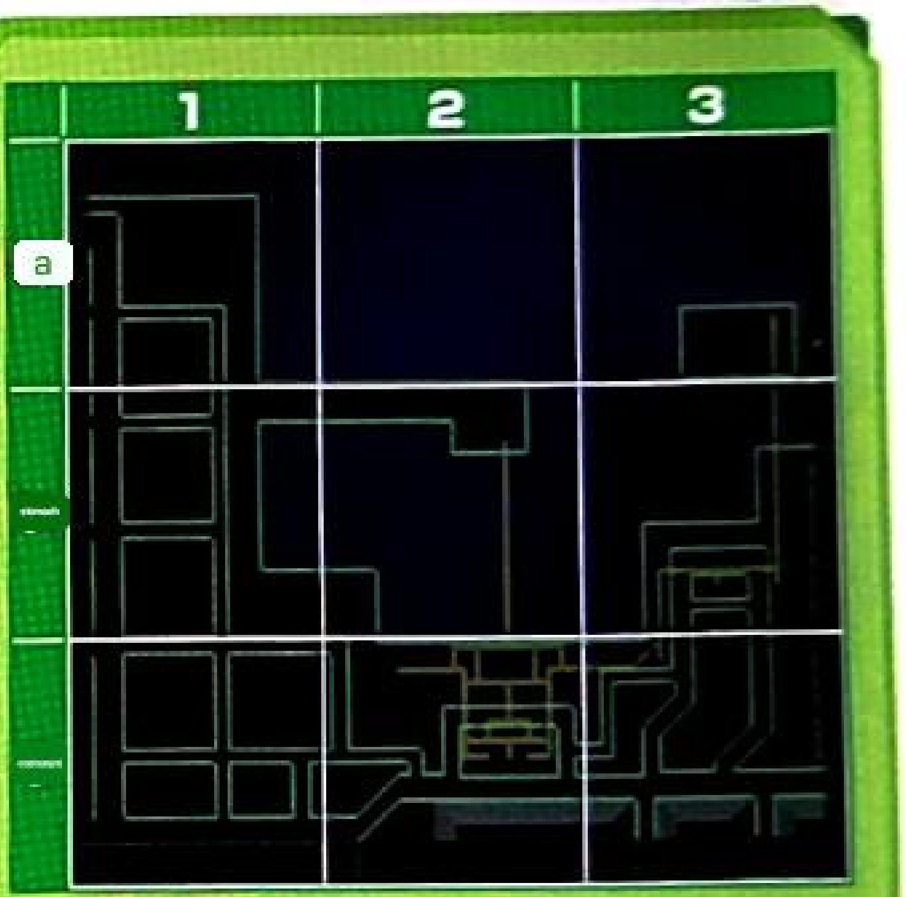
≫Senjo Port

A famous spot in Senjo City with an impressive vast ocean

Nearly half of the Senjo Port map is made up of water. The highlight of this area is undoubtedly Senjo Tower (observation deck). The TV station broadcasting the battle with Volgara is also based in Senjo Port. The eastern side is characterized by the large number of Misaki Kaiun's containers.

The sound of the waves crashing on the shore is heard.

⬅ There are rows of high-rise apartment buildings and offices, lined up around the northwest of the port.



Buildings on this map

- BNN Senjo Broadcasting Station
- SENJYO TOWER (observation deck)
- Container group
- crane

Yes, containers

There are many warehouses and containers in the area east of Senjo Port. If you look closely at the containers, you can see the names of companies such as Misaki Transportation, Senjo Express, and Senjo Shoji Co., Ltd. If you're interested, it might be worth doing some research.

◆There are three types of containers in total, each with a company name written on it.

There are stairs leading to the entrance of the warehouse, but unfortunately you cannot go inside.

A~1 Crane

◆The name Misaki Kaiun can be seen on the container being lifted by the crane.

I-2 SENJYO TOWER (observation deck)

The symbol of Senjo Port is this Senjo Tower. Once you enter through the entrance, you will automatically be transported to the observation deck on the top floor. From the observation deck, you can get a panoramic view of Senjo Port, which makes combat much easier. However, you cannot climb onto the giant antenna at the top of the tower.

★This building is one of the tallest in the game. You can reach the observation deck from the entrance.

◆The view from the observation deck is very pleasant, with a panoramic view of Senjo Port.

5-2 BNN Senjo Broadcasting Station

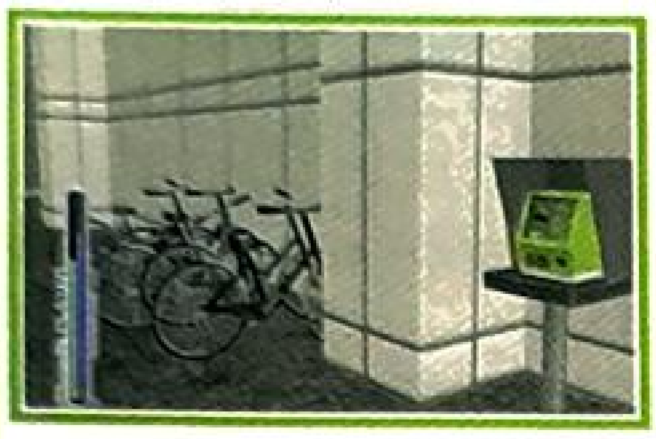
★A broadcasting station broadcasting the situation in Senjo City. Even after being destroyed, they will not stop broadcasting.

>>>> Other Objects & Advertisements

Pay attention to the objects that create the atmosphere of Senjo Market

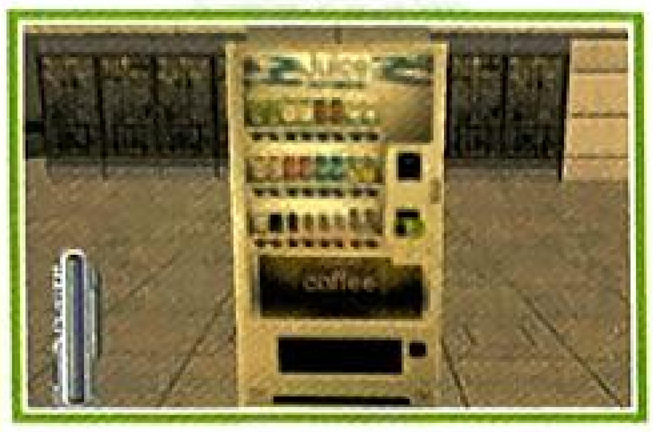
If you look closely at Senjo City, you will see that there are many things installed there other than buildings and advertisements. Let's take a closer look at these objects. If you walk around the city, you're sure to discover many things other than those listed below. If you find something that catches your eye, try changing your perspective and examining it more closely. You might make an unexpected discovery.

public phone



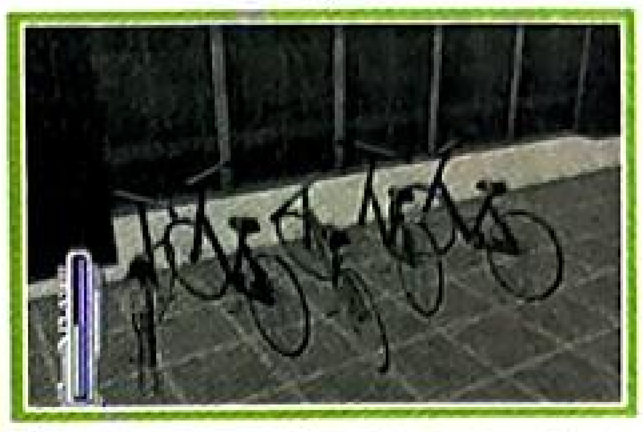
◆They can be found in convenience stores and in front of train stations. The colors and designs are almost identical to the real thing.

vending machine



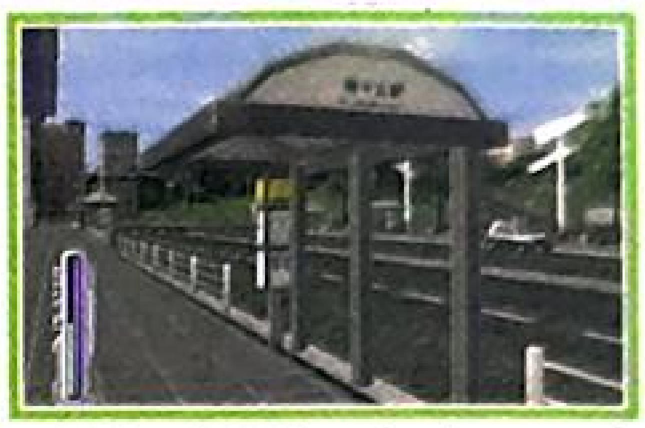
◆Two types: cigarettes and drinking water. Can you tell the brand of the product by its design?

bicycle



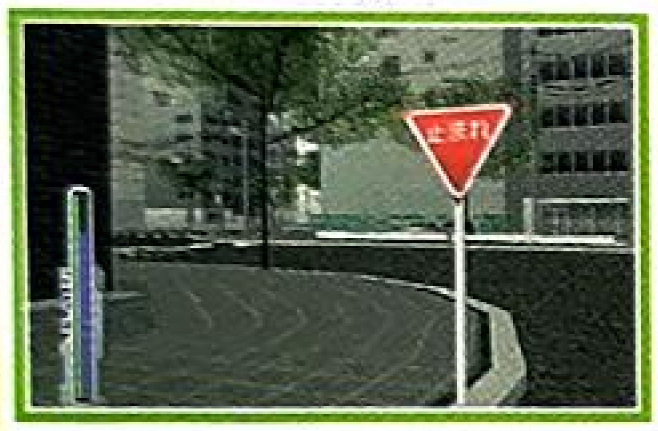
◆Not only the color, but also the handle shape is slightly different for each one!

bus stop



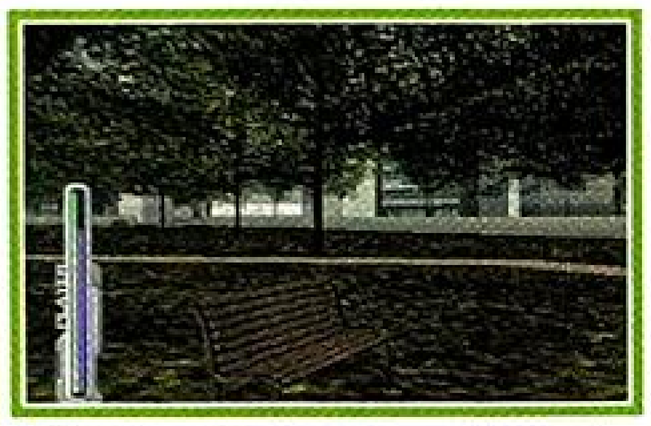
They are mainly installed in front of stations, most of which are bus stops for Minamisenjo.

road sign



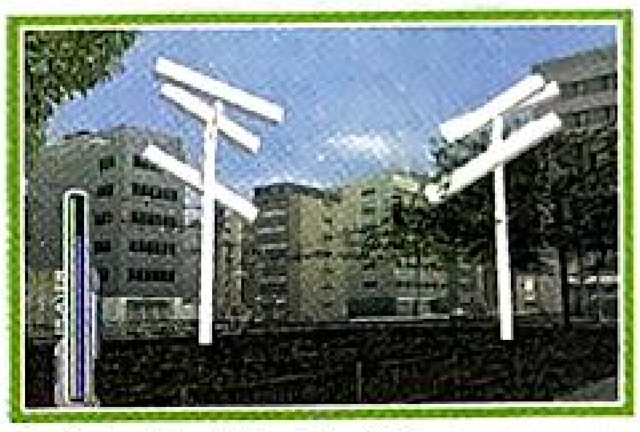
◆There are various types, such as stop signs and no parking signs. Try looking for them.

bench



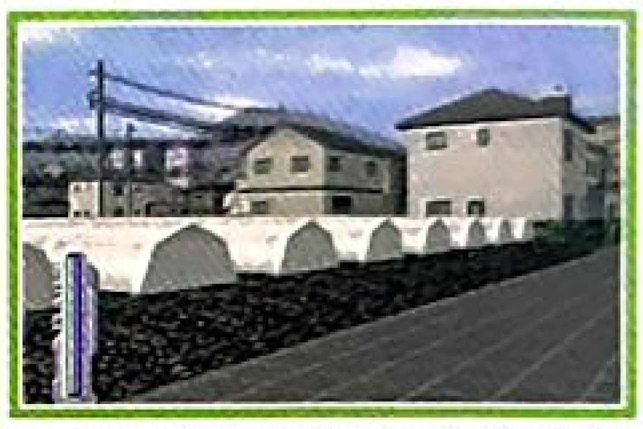
◆If you look closely at the park in Senjo New City, you will see benches.

Object in front of the station



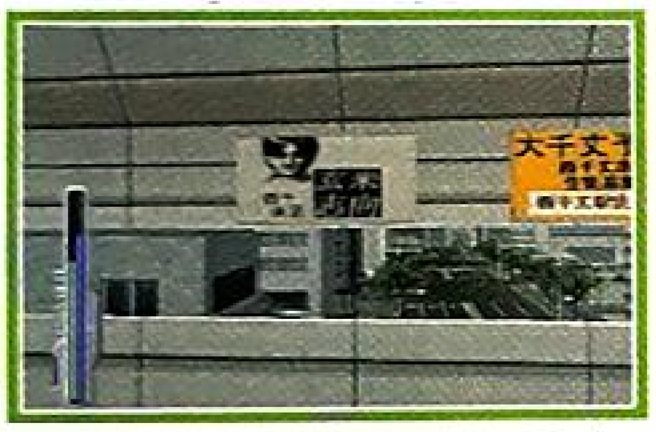
◆In front of the station in Senjo City, there are rows of white objects. Are they works of art?

vinyl house



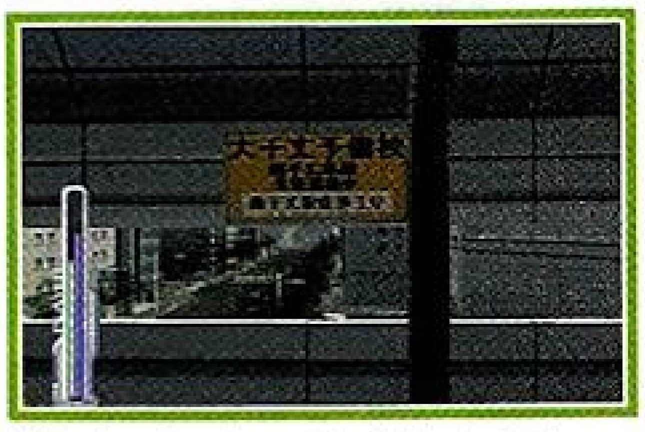
Located southeast of Senjo City, this is the only greenhouse in the game. Extremely rare!

rice store advertisement



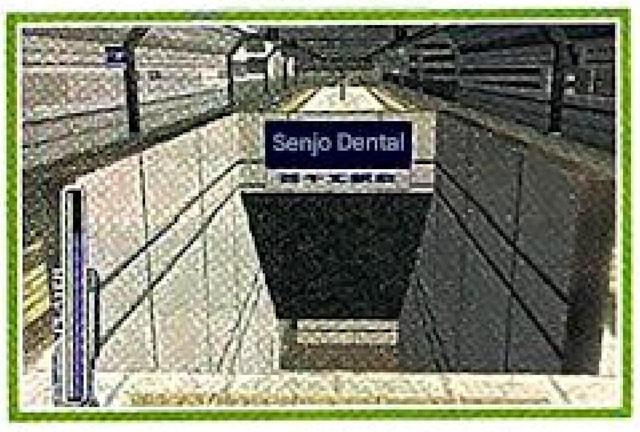
An advertisement on the platform at Nishisenjo Station. The catch phrase "brown rice orientation" is nice.

Daisenjo Preparatory School



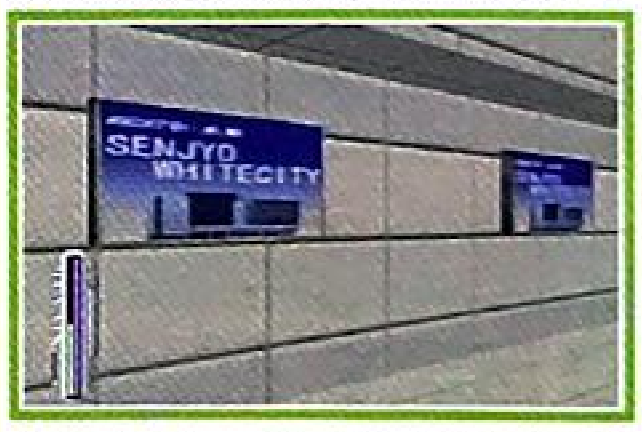
⬆Another advertisement for Nishisenjo Station. Apparently it's just a one-minute walk from the station...

Senjo Dental



advertisement. It seems to be in front of the station. However, I don't know where it is. ◆ Nishisenjo Station

SENJYO WHITECITY



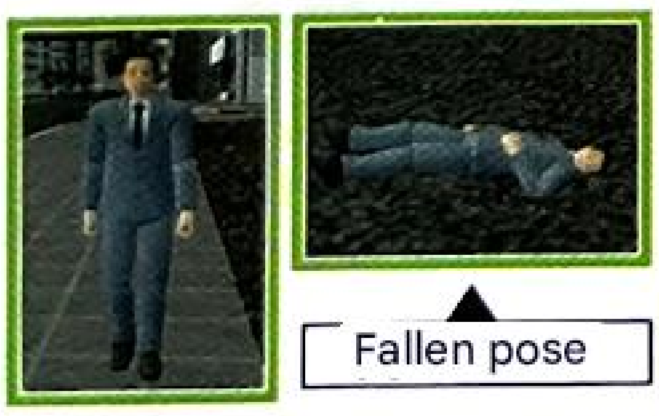
⬆An advertisement for Minamisenjo Station. It seems to be touting the area's good residential environment.

>>>Citizens of Senjo

"Close-up on the citizens of Senjo!

Crew) In this section, we will be looking at the Senjo citizens who are being attacked by Volgara and are running away at every opportunity. There are two types of citizens: passersby walking through the city, and evacuees fleeing screaming in panic. These two types are made up of four types of citizens, A to D, below, and not only do they look different, but they also differ in poses when they fall.

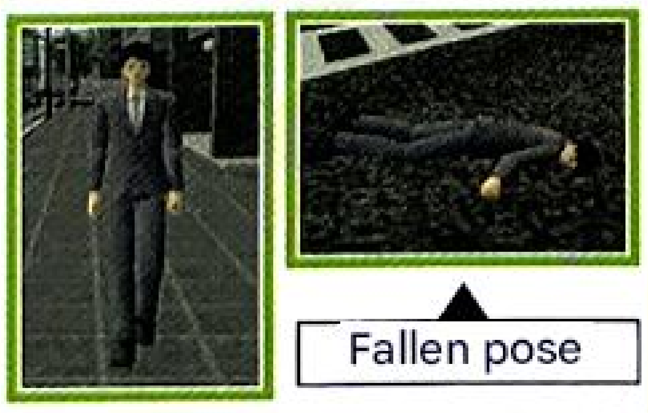
Citizen A



Koji Miyake (38 years old, pseudonym)

He is a middle-aged businessman wearing a gray suit. His home is in Minamisenjo. He sometimes skips work and hangs around the park. Recently, he has been concerned about his thinning hair.

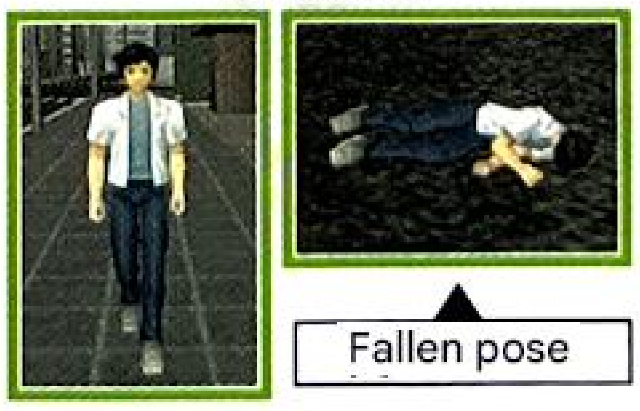
Citizen B



Tadashi Sasaki (24 years old, pseudonym)

A young office worker. Recently, he has finally begun to understand the joys of his work. He has a girlfriend with whom he has a future, so his motivation is extremely high. Today, he walks briskly to his client's office.

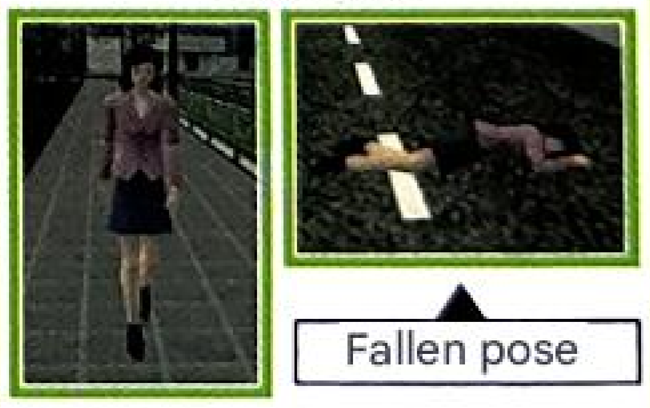
Citizen C



Shintaro Tanaka (19 years old, pseudonym)

He is a student at a prep school who dresses casually in a shirt and jeans. He has a habit of skipping class and wanders around town aimlessly in the daytime. His hobby is watching soccer, and he is a regular at Ramen Taisho.

Citizen D



Etsuko Kojima (21 years old, pseudonym)

She is a new office lady who just joined the company this year. She is beautiful and has a refined manner, so she has been the center of attention at the company since she joined. Her recent worries are sexual harassment from her boss and harassment from her fellow office ladies.

Ura Gigan

From here on, we'll introduce some slightly illegal plays that are possible in Gigantic Drive.

>>>Play with the main character

Let's play around with Senjo citizens

By messing around with the citizens walking and running through the streets of Senjo City, you can create a variety of hilarious situations.

◆No matter how many times you fall, you will get up in a certain amount of time.

evacuated citizens

⬆while. People running. It disappears after a

sub character

⬆If you take too many attacks, you will fall down and become unable to move.

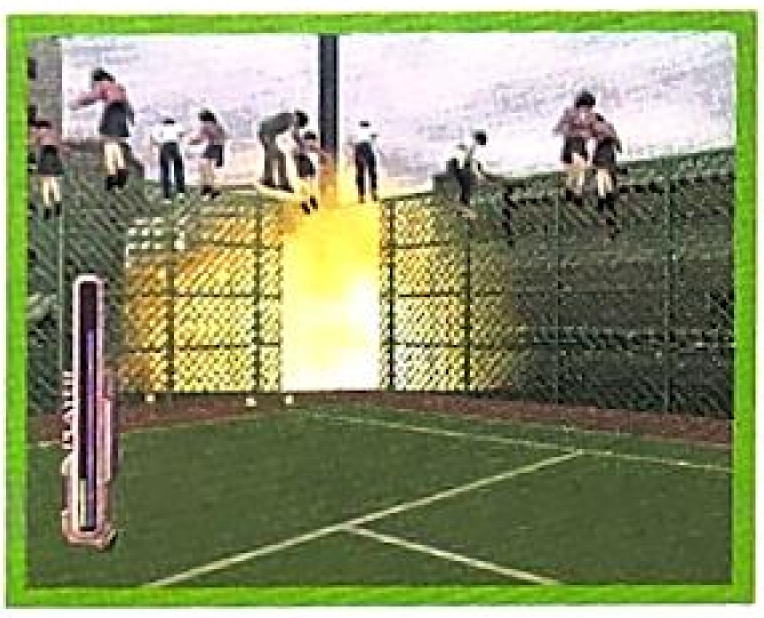
FILE 01

craghigan

Shujinko's Deasobu

Blow them up with a grenade

If you throw a grenade at a citizen, they will be blown high into the sky and fall to the ground. However, they will not die, and — will revive like a zombie after a certain amount of time has passed. This grenade is the basic weapon when playing as a citizen.



⬆If you see any refugees, don't hesitate to blow them up with a grenade!

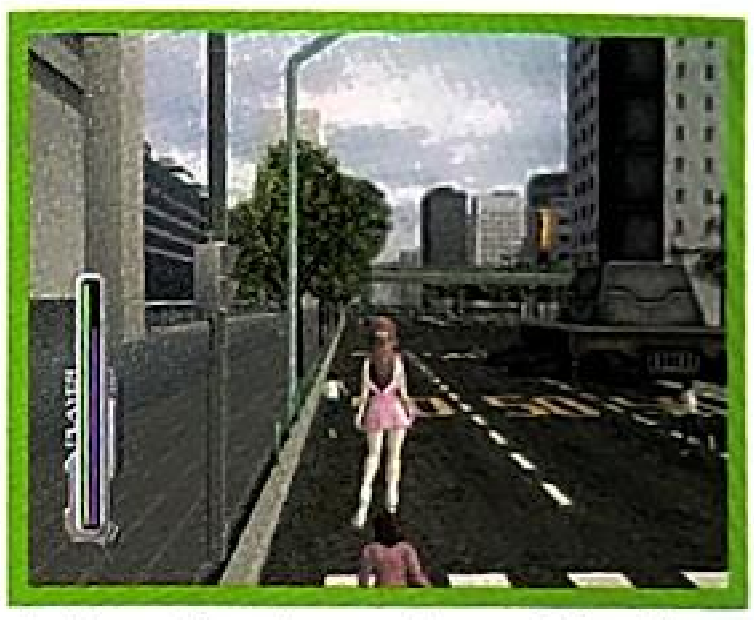
FILE 02

Uragigan

Shujinko's Deasobu

ride on citizens' heads

A bold move is to stand on the heads of citizens and sub-characters. If you stand on top of them, they will carry the protagonist without you having to move. However, the charm lies in the fact that they may not necessarily go to the place the protagonist wants to go.



⬆Use the jump to get to the top and enjoy the satisfaction.

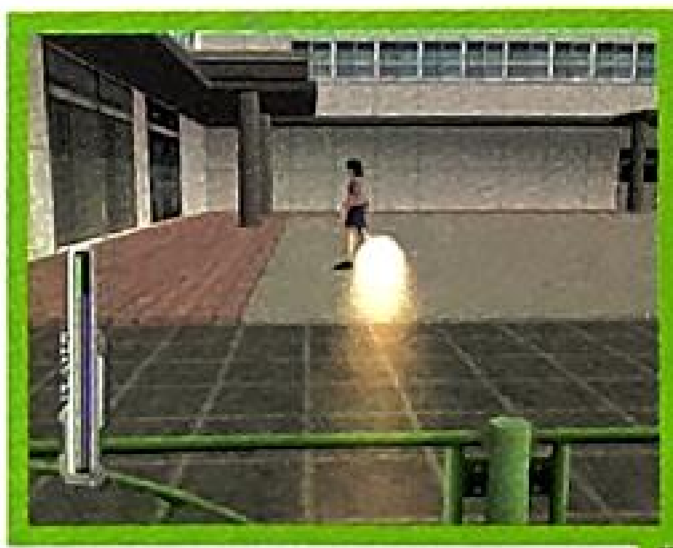
FILE 03

craghigan

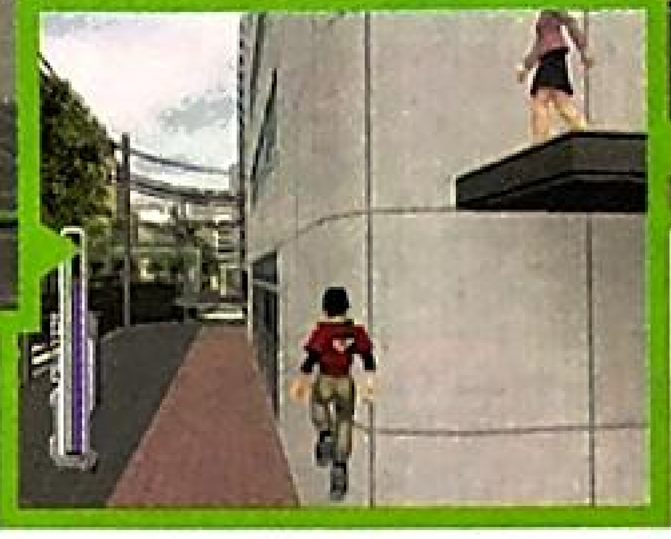
Shujinko's Dear Live

Putting citizens on their heads

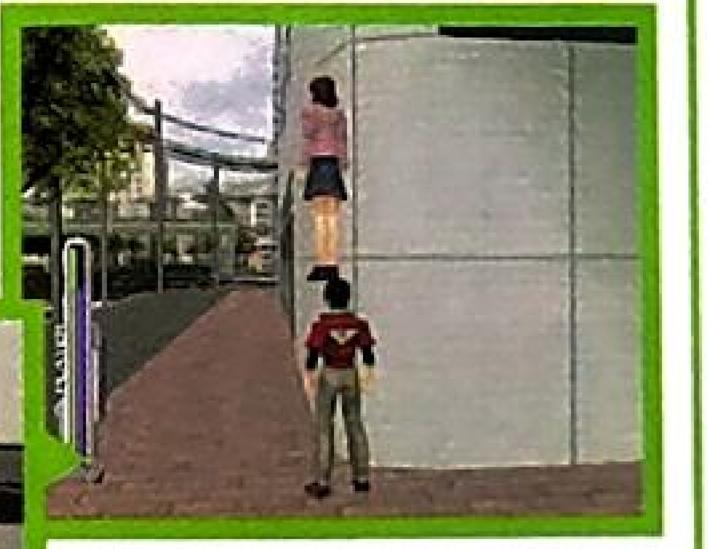
This is an extremely advanced technique that involves placing a walking passerby on your head. First, use a grenade to blow the passerby away and place them on top of a low building such as a private house. After a while, the passerby on top of the building will start walking and fall from the top of the building, and the main character will have to catch them with his head. It's extremely difficult, but we recommend you give it a try.



◆Once you've chosen a suitable building, use a grenade explosion to send passersby onto the building.



↓Once you confirm that the main character is on top, have him wait underneath the building.



◆Catch a falling passerby with your head! Then control the main character to maintain your position.

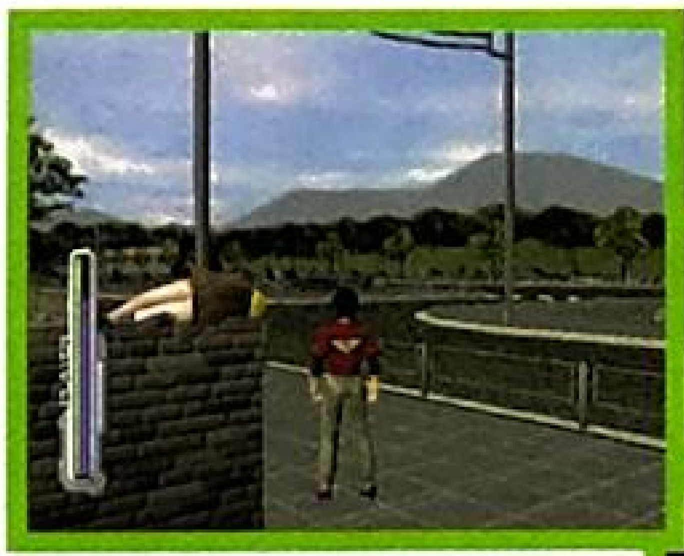
FILE 04

Uragigan

Shujinkou de Arivu

Put a secondary character on your head

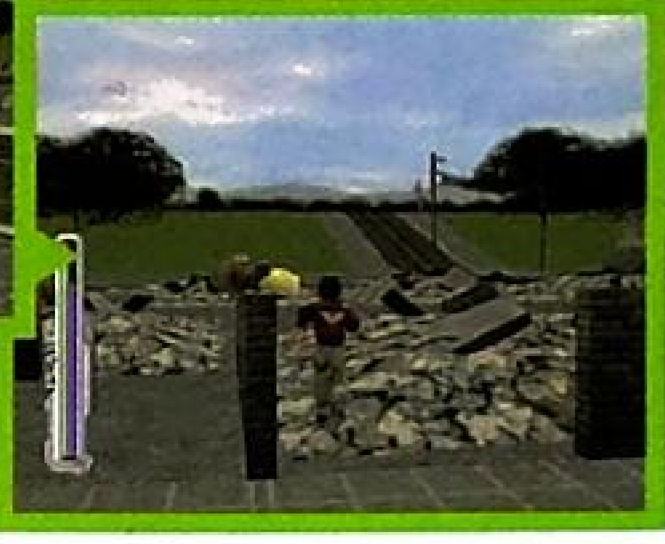
A technique to get a sub-character to sit on the protagonist's head. Unlike with citizens, this isn't that difficult. First, attack the sub-character and knock them down so they can't move. Then, place the sub-character on the wall surrounding the house and press the protagonist against it. If all goes well, you should be able to get the sub-character to sit on the protagonist's head.



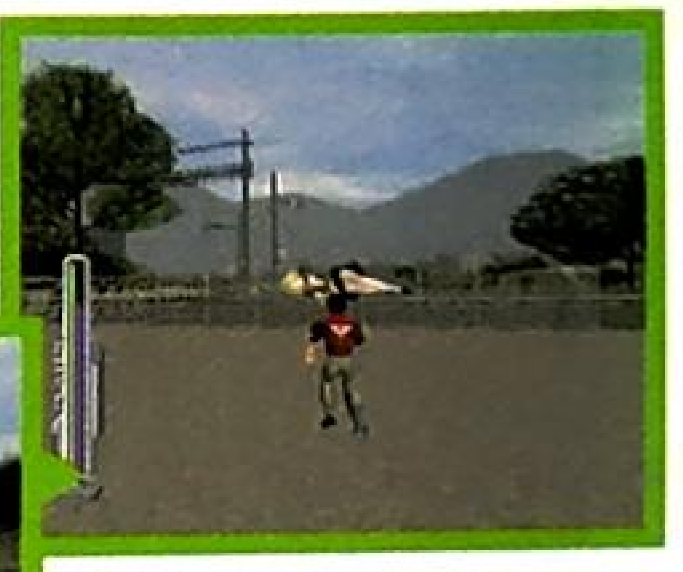
wall of a private house. ◆Use a grenade to get

Use a grenade to get on top of the

on top of the incapacitated sub-carrier.



⬇If the protagonist gets close to a fallen sub-character, the sub-character will jump on top of his head.



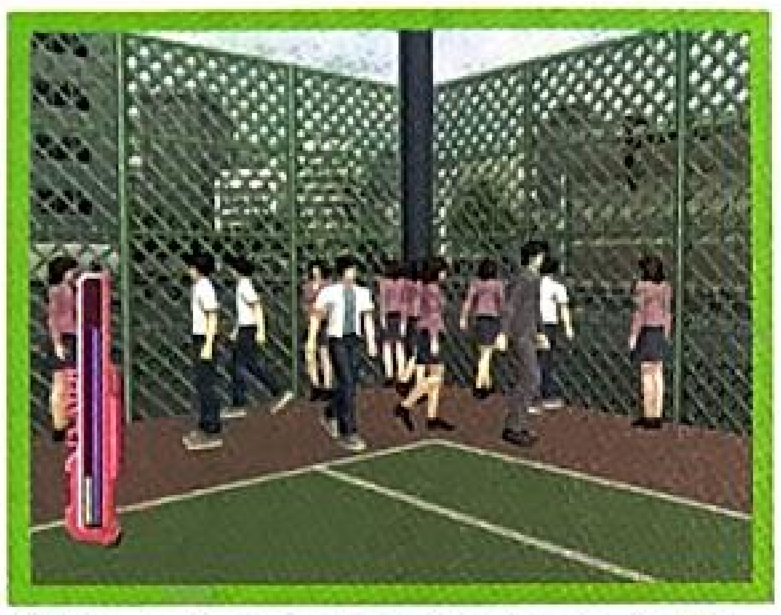
◆It's possible to run like this, but you can't jump. It looks pretty surreal.

FILE 05

Uragigan
Family Fun

Gather citizens in one place

The Senjo Park Tennis Center, a launch point for the Mecha in Senjo New City, is surrounded by an indestructible wire mesh. This can be used to attract passersby from around the city to the facility. Use grenades to transport passersby.



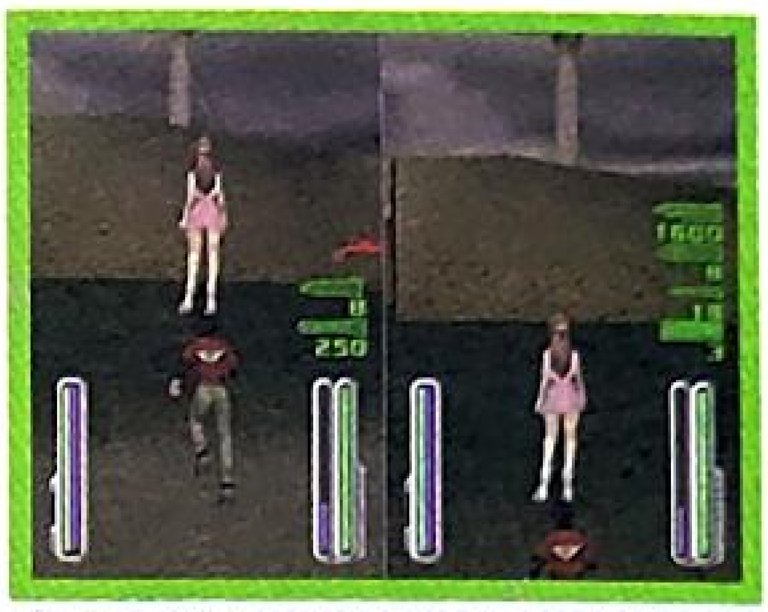
◆If you keep collecting them, it will turn into a bug trap. You can get a little taste of hunting.

FILE 06

Uragigan
Shujinko's Dear Rip

get on your opponent's head

In battle mode, you can even climb onto the head of your opponent's human character. This will significantly reduce the jump height of the person below, significantly limiting their range of movement, making them annoyed. Why not try using this as a tactic in battle?

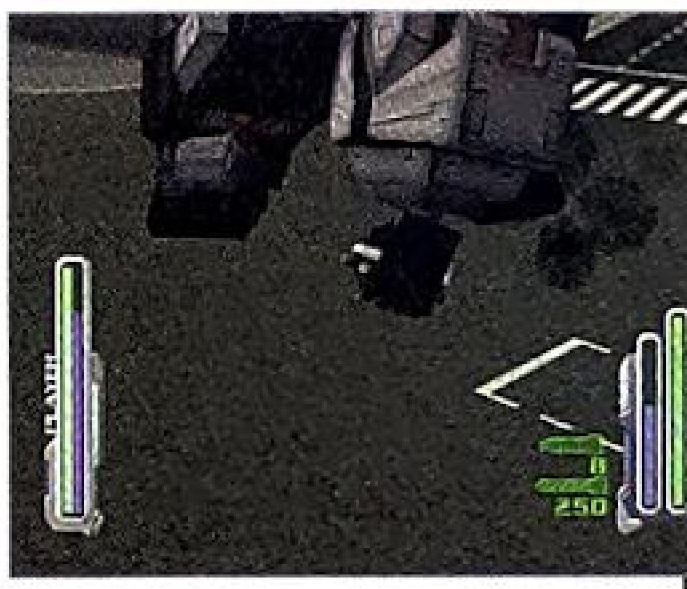


◆The quickest way to take down an opponent above you is to self-destruct with a grenade, but...

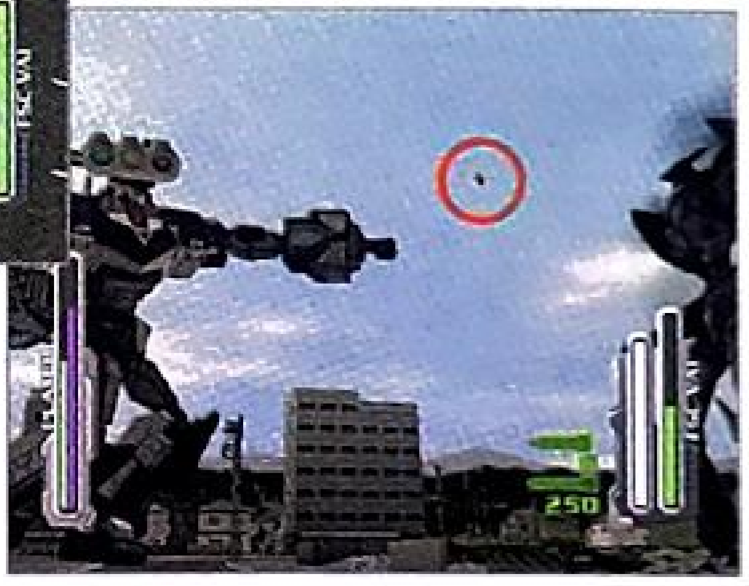
>>>Play with Machineman

Pay attention to the hilarious and dynamic techniques that only a robot can perform.

The only drawback is that there are surprisingly few tricks that only the robots can do compared to the main character. However, they are all spectacular looking, so it's definitely worth trying them out. In addition to the tricks introduced below, you can also see some pretty interesting actions, such as the robot suddenly tripping over a slope or step by walking on it.



◆The robots can capture not only evacuation vehicles, but also police cars and citizens.



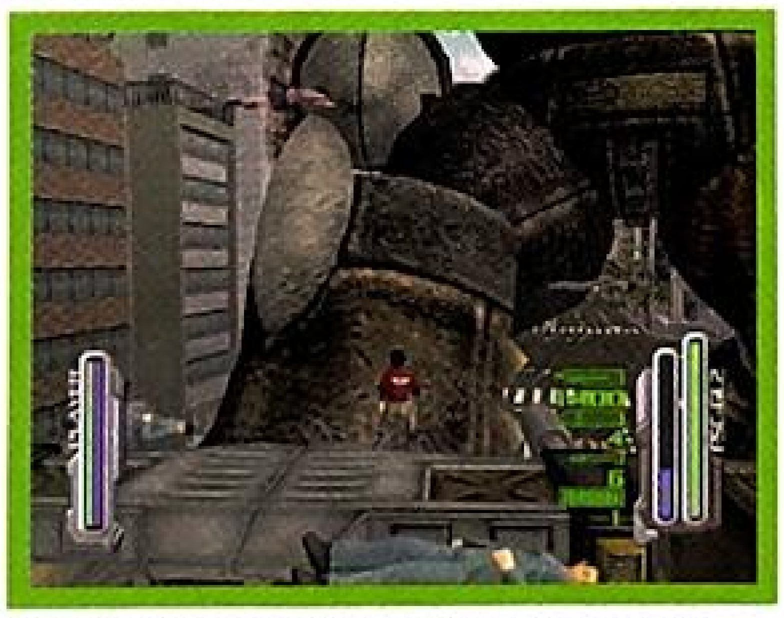
◆ Grab Eren and throw him at Volgara! Nanaho is totally fine with it too!!

FILE 07

Club Gigantic
Kijin De Asobu

plunging into a crowd of civilians

Try charging into a crowd of evacuating civilians in Grang's Fortress mode. Occasionally, a civilian will be blown away and land on top of Grang. Be sure to pay attention to the spectacular way the civilians are blown away.



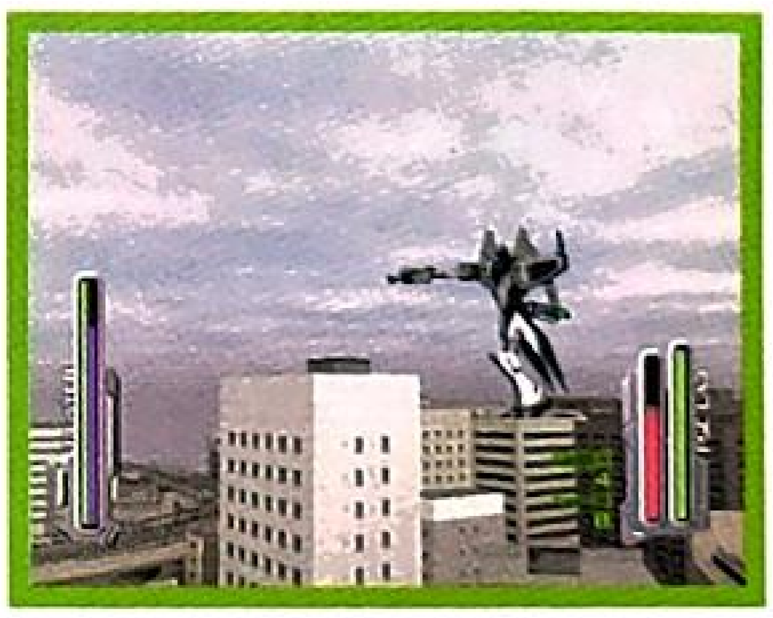
↑The best time to shoot is right after the battle begins in episode 7. Applause for the citizens who are blown away!

FILE 08

craghigan
Kijin De Rib

jump on top of the building

By taking advantage of Lyall's high jumping ability, he can leap onto the top of skyscrapers, and by transforming into Fortress Mode, he can fly even higher than normal.



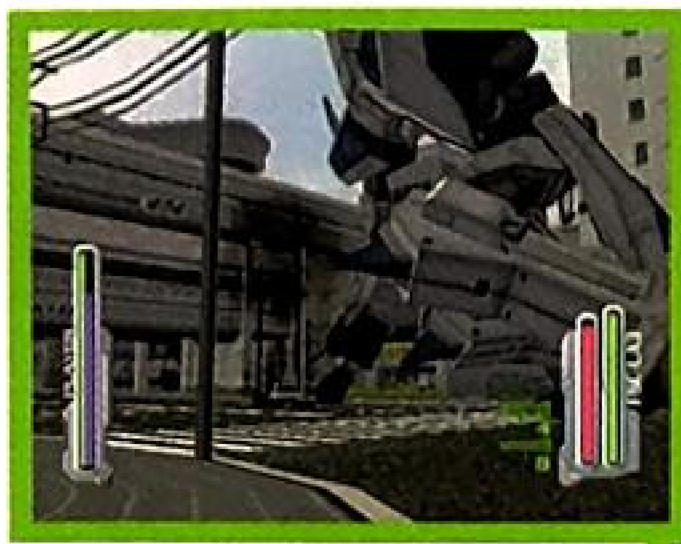
↑Calculate the distance and angle to jump and you can even get to the top of a building!

FILE 09

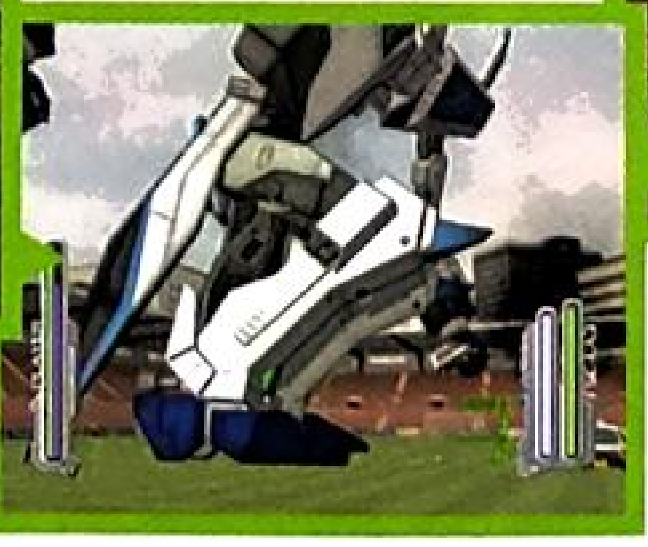
craghigan
Kijin De Rib

Gather all the police cars in one place

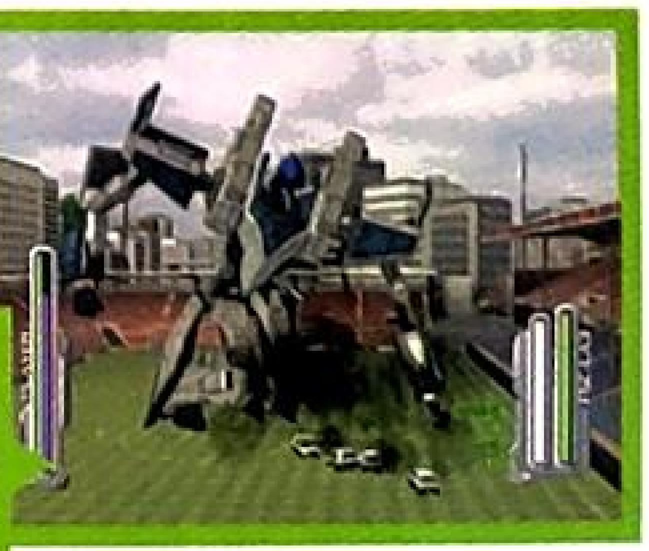
This game involves using a robot to gather all the police cars driving around the city into one place. First, destroy the police cars with a grenade to stop them moving. Then, use the robot to grab the cars and carry them to the gathering place. With nearly 15 police cars driving around the city, the sight of them all being collected is truly impressive. We highly recommend giving it a try.



Grab the car with your robot and collect it. First, carry it to the destroyed patrol location.



↓Once you've decided on a collection location, place a police car there. Repeat this process.



◆A picture of robots playing with a police car. The black smoke coming out of the police cars is also intense when several of them gather together.

>>>Others

Introducing other blind spot techniques!

At the end of the special feature, we will introduce various little tidbits about events that occurred during the event and things related to the building. We have a variety of tidbits, from simple ones to more arduous ones, so please give them a try.

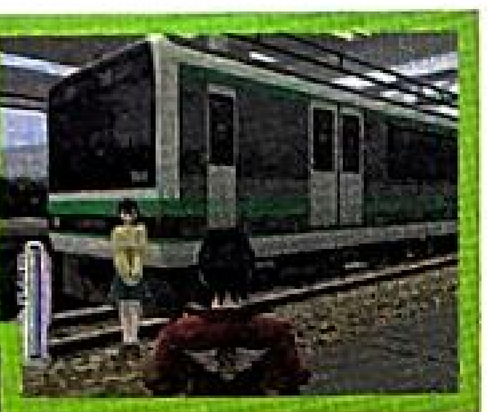
◆Even during missions, you can have fun in a variety of ways if you use your imagination.

FILE 10

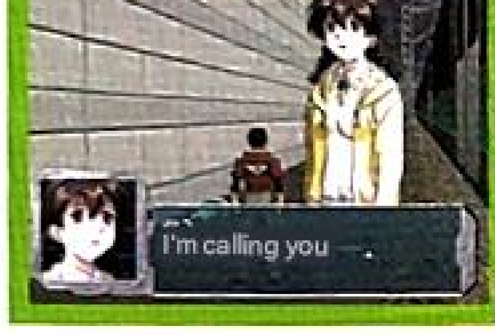
Uragigan
sonotairoiro

Nanaho will do her best!!

In the opening scene of the first episode, it is possible to get hit by a train entering the platform. If you guide it well, you can get only Nanaho to get hit. Nanaho, who is lying on the ground and talking normally, is quite surreal.



◆Get down on the tracks for a moment, otherwise Nanaho will get hit.



I'm calling you —.

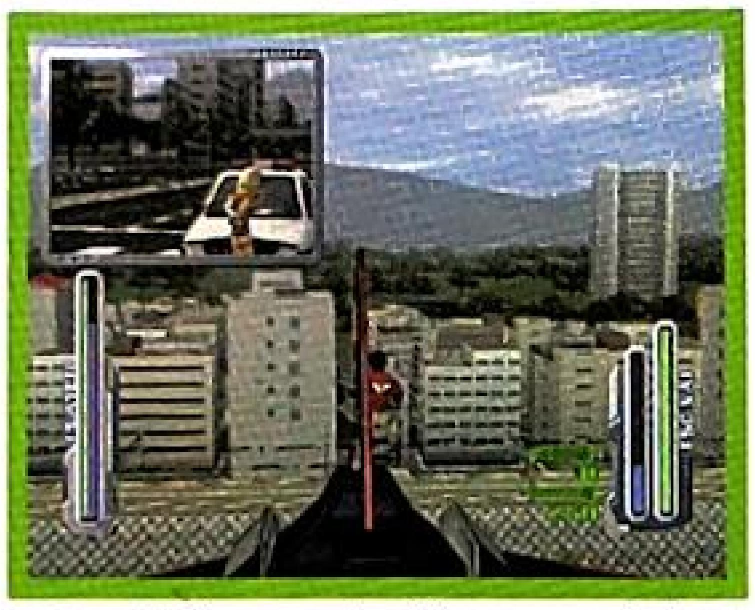
◆It's hilarious how Nanaho remains calm even after being hit.

FILE 11

Uragigan
sonotairoiro

Hit-and-run incident involving the president's daughter!

In episode 22, an event occurs in which Eren heads to lead evacuating citizens. During this event, there is a rare chance that Eren will be hit by a police car, resulting in a forced game over. Be careful of traffic accidents!



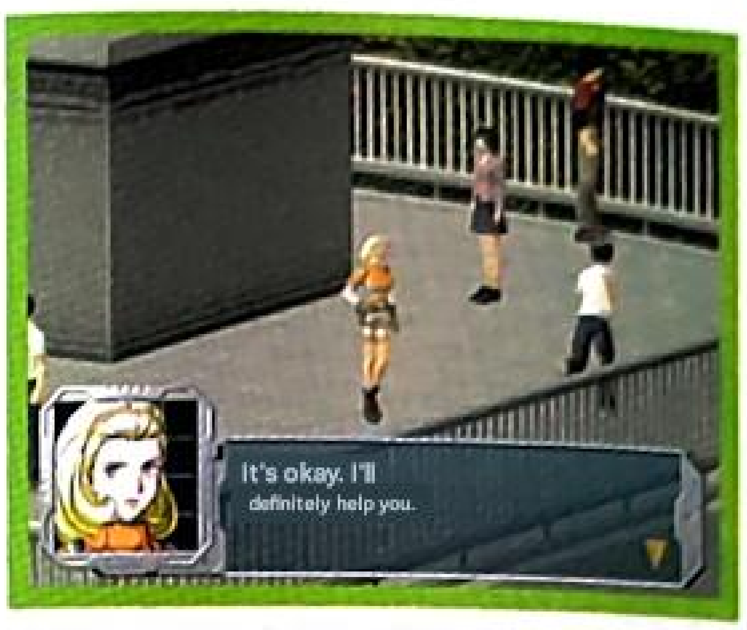
⬆ Eren is drawn to it without permission. Volgara isn't the only enemy!

FILE 12

Uragigan
Sonotairoi O

A surreal scene on top of a building

In episode 46, an event occurs in which you must protect a citizen who has been left behind on a building. If you stand on the head of a citizen on top of a building beforehand, you can start a conversation while still standing there. This mysterious scene is a must-see!



It's okay. I'll definitely help you.

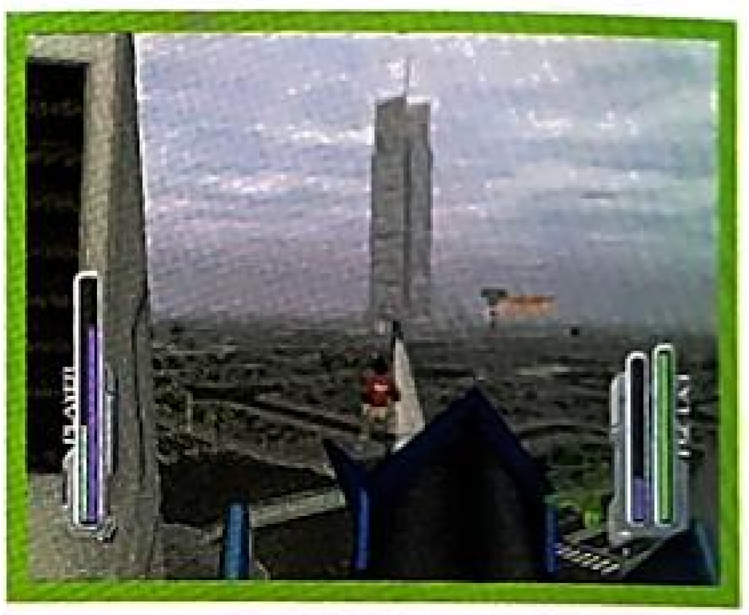
* A serious conversation while riding on the heads of fleeing citizens. It ruins the sense of tension...

FILE 13

craghigan
sonotairoiro

Senjo City destroyed!! A place with a great view

When I tried to destroy all the buildings in Senjo New City, it took about an hour and a half! If you destroy them efficiently with a penetrating firearm attack, you can shorten the time even further. Why not give it a try...?



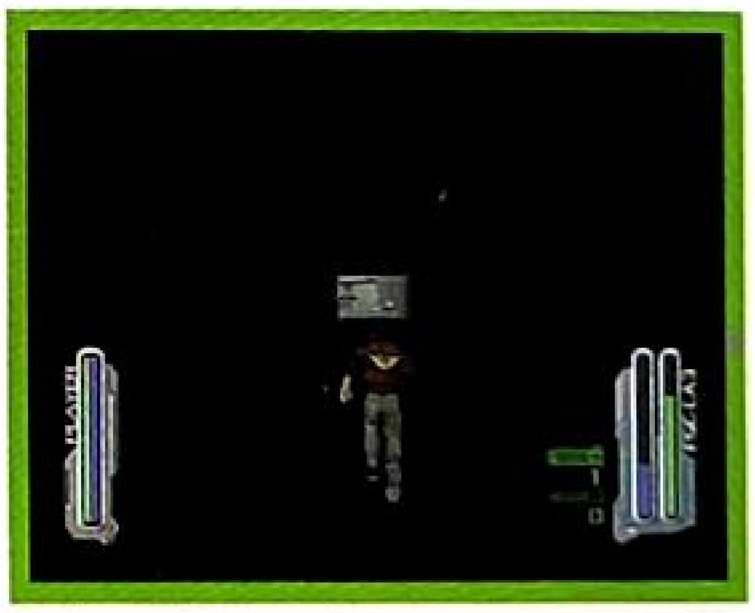
⬆ A view of the destroyed and burnt out Senjo New City. The view is outstanding.

FILE 14

Uragigan
Sonotairo YO

Tokyo underground labyrinth

There are underground passages in parts of the Tokyo map. These can be used mainly for stealth in VS mode. However, since it is underground, the ceiling is low, so be careful not to throw a grenade as it will self-destruct.



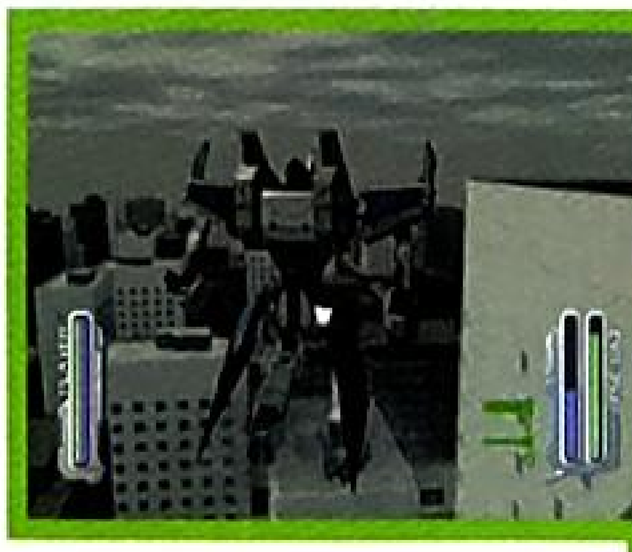
⬆ The underground passages are perfect for hiding. Use them to your advantage in battle.

FILE 15

Uragigan
Sonotai OYO

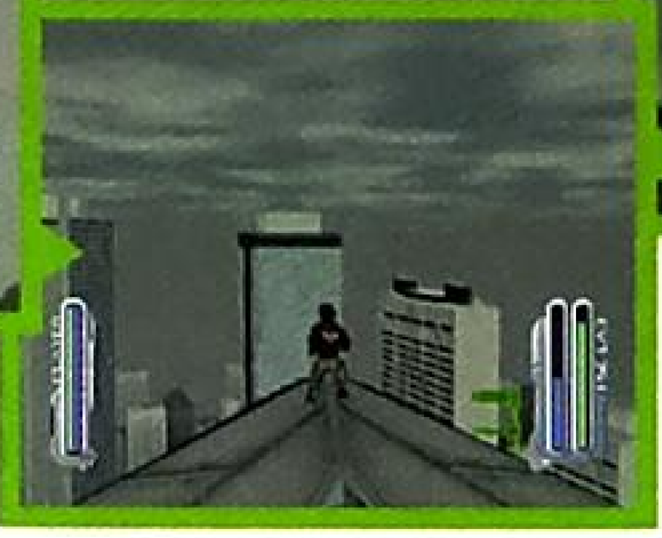
Why climb? Because there's a building there.

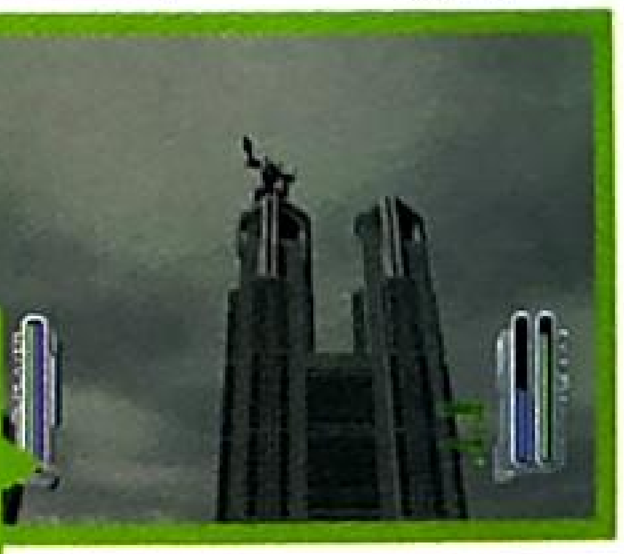
Lyall's Fortress Mode has the property of floating to a certain height when moved. Using this, you can move Lyall from building to building (see the photo on the right for details). If you use this technique on the Tokyo map, you can even climb onto the skyscraper government building. It's difficult, but it's worth the challenge!



Jump onto a convenient building and enter Fortress Mode with Lyall on board.

⬇ As it flies, it searches for taller buildings, transforms, and climbs onto them.



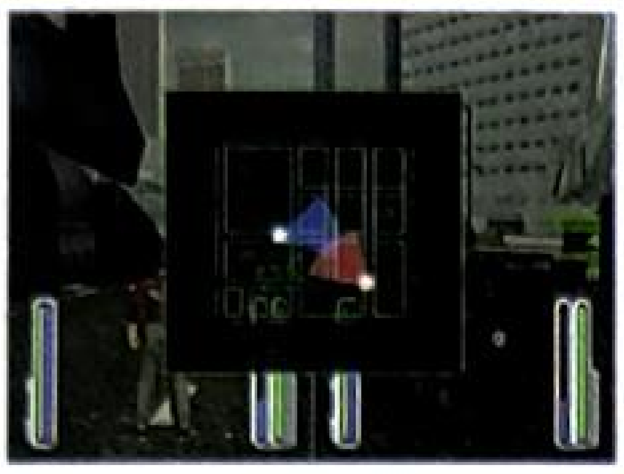


◆If you repeat this, you can even climb to the top of the government building. The joy of achieving this is even greater!

>>Play in VS mode

Creating special rules will double the fun

When playing in VS mode, players can enjoy even more heated battles by deciding on rules together. This page introduces the special rules that this book particularly recommends.



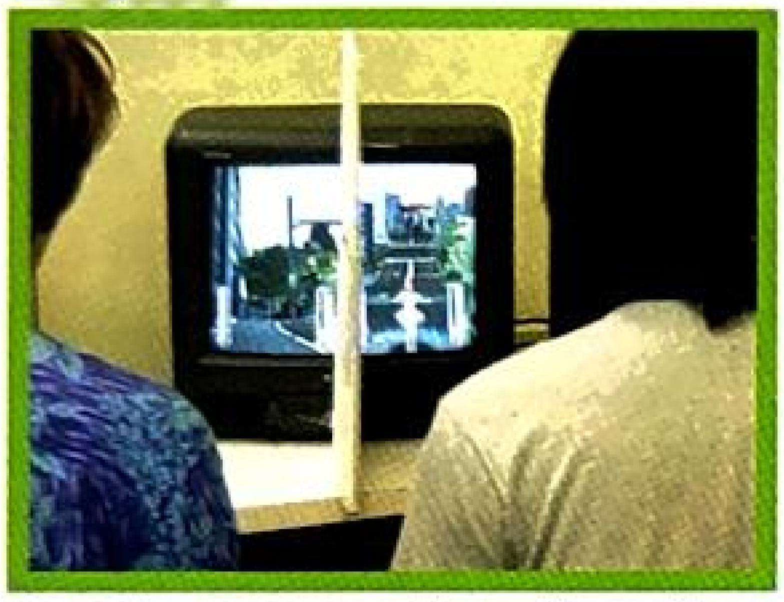
confirm your position!
It is taboo in a match to

FILE 16

Uragigan
Taisenmode Asobu

Rule 1: Screen play

In a normal battle, one screen is split into two, meaning your actions are easily visible to your opponent. So, try adding a partition to the center of the screen. This will allow you to act stealthily, doubling the tension!



⬆Dividing the screen with partitions adds a surprising amount of strategy. Highly recommended!

FILE 17

Uragigan
Taisenmode Asobu

Rule 2: Humans only

The rules are that the robots do not move and only the humans fight, and it is possible to attack stationary robots. However, if the robots are too far apart, the battle will not be possible. Make sure to place the robots in a position where they can be seen by both robots before fighting.

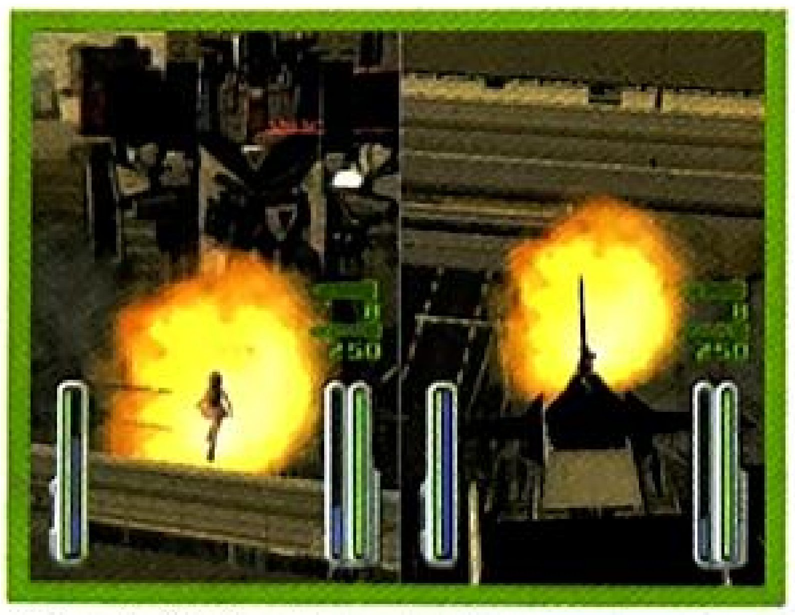
⬆Should you steadily attack the robots, or attack the humans and try to turn the tables...?

FILE 18

craghigan
Theisen Mode De Lib

Rule 3: Humans vs. Robots

The rules are that the robots fight against humans, and the robots can launch any attack they like. Generally, the humans are at a disadvantage, but if they can take advantage of the humans' small size and maneuverability, they can still fight. Enjoy the thrilling battle.



◆The thrill of avoiding the fierce attacks of the robots can only be experienced with these rules.

FILE 19

[illegible]
taisen mode buag

Rule 4: Fighting only

The rules for this mode are to fight using only fighting techniques such as punches. The tactics of using punches and guards to negotiate with your opponent are quite exciting, so we recommend you give it a try. However, the controls are more enjoyable in normal mode.

⬆Under these rules, Cave God Burrow, with his wide range of fighting techniques, might have an advantage...?

FILE 20

Uragigan
taisen mode de rip

Rule 5: Shooting-only play

This rule only enables ranged attacks such as beam cannons and vulcans. Since it's important to check your opponent's position, be sure to combine it with barrier play. You're guaranteed to experience some fresh tactics.

◆Under these rules, energy-consuming shooting is the key to victory or defeat.

FILE 21

Uragigan
Theisen Mode De Lib

Rule 6: Battle with Gigantic Boosters

Wawel's Gigantic Booster allows him to move at high speed while throwing punches. Controlling the unique behavior of the boost during melee combat allows for a completely different experience than usual.

◆The unique feature of both is that they cannot be blocked. Bet on a single blow as you pass each other!

FILE 22

Uragigan
Theisen Mode De Lib

Rulf: Compete with a human on board

The rules are that both robots have humans inside them. It would also be interesting to have a rule that the first person to drop the human from the robot loses. Since the battle is in the form of protecting the human, tactics will naturally change.

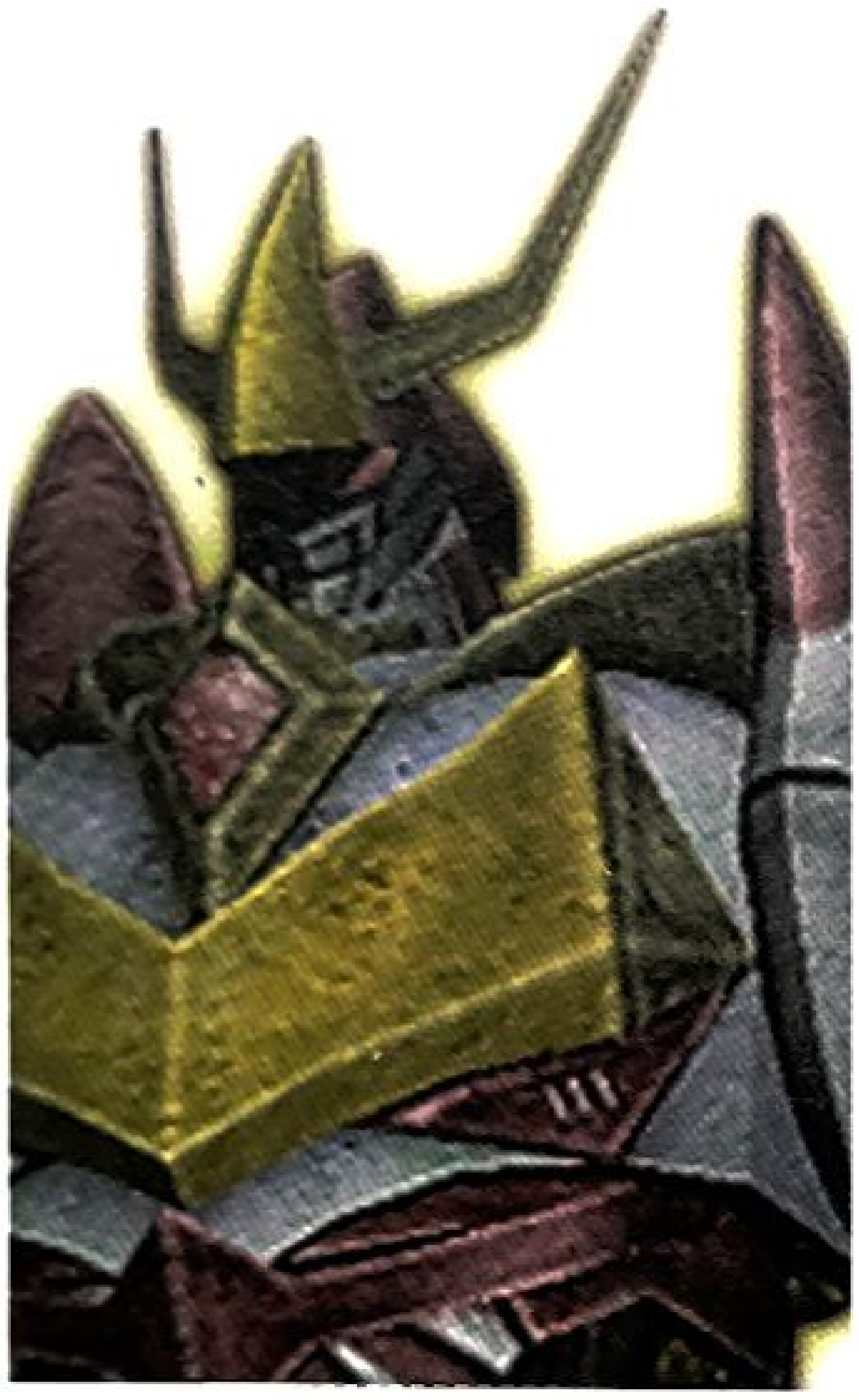
⬆Humans are prone to falling, so careful handling is required.

SPECIAL INFORMATION

Setting materials

The world of Gigantic Drive is meticulously constructed based on a vast amount of material. Here, we will reveal all the setting materials, including important information revealed towards the end of the story. In addition, we will delve deeper into the worldview with rough sketches by Toshihiro Kawamoto and top-secret materials not mentioned in the game.

Volgara



"Evolutionary History of Machine Lifeforms

Simple tabulation

Around the year 3000 of the Volgaran calendar

The population has drastically decreased due to global warming on their home planet, and they have adapted to the changing environment by mechanizing their bodies.

Volgaran calendar, around 4000

The planet's resources are depleted. In order to advance into space in search of resources, the body and brain are completely mechanized.

"Around 100,000 years in the Volgaran calendar

The resources of the Volgara star system have been exhausted and people are migrating to other star systems.

Volgaran calendar year 325,414

First contact with machine lifeforms from another star system. After a fierce battle, Volgara emerges victorious.

Around 500,000 years into the Volgara calendar,

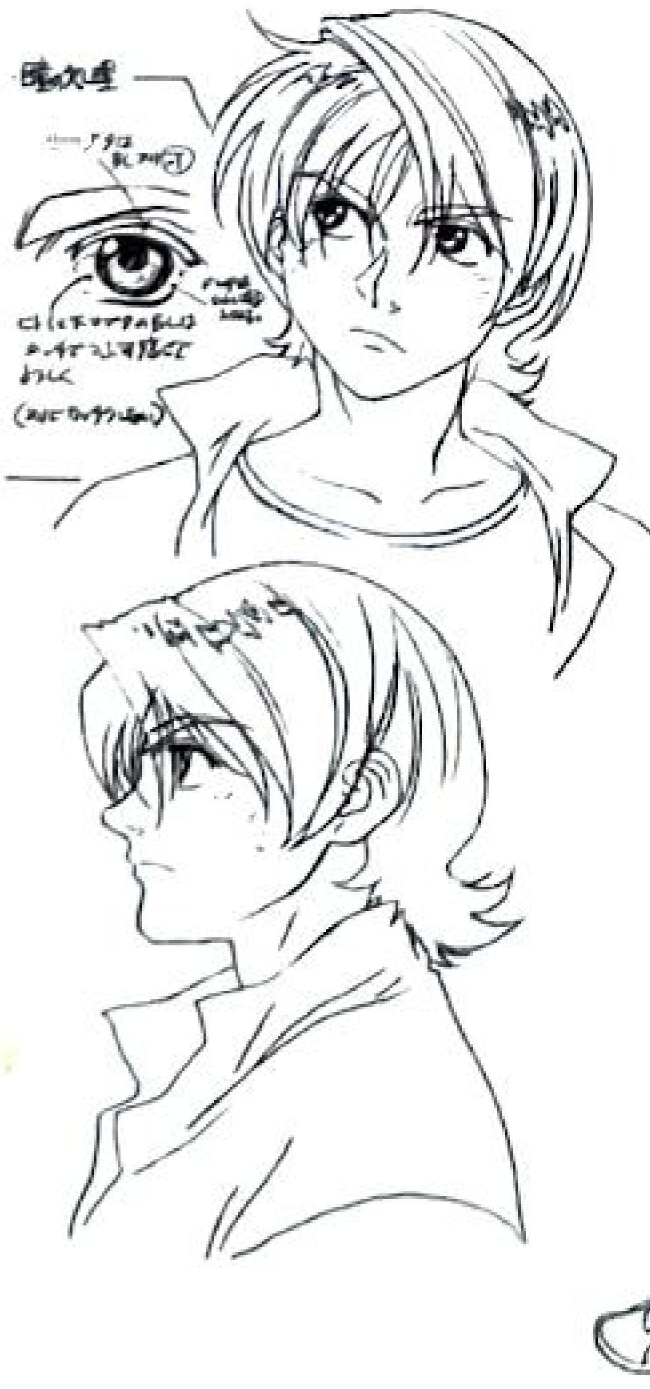
they invaded the solar system inhabited by humans.

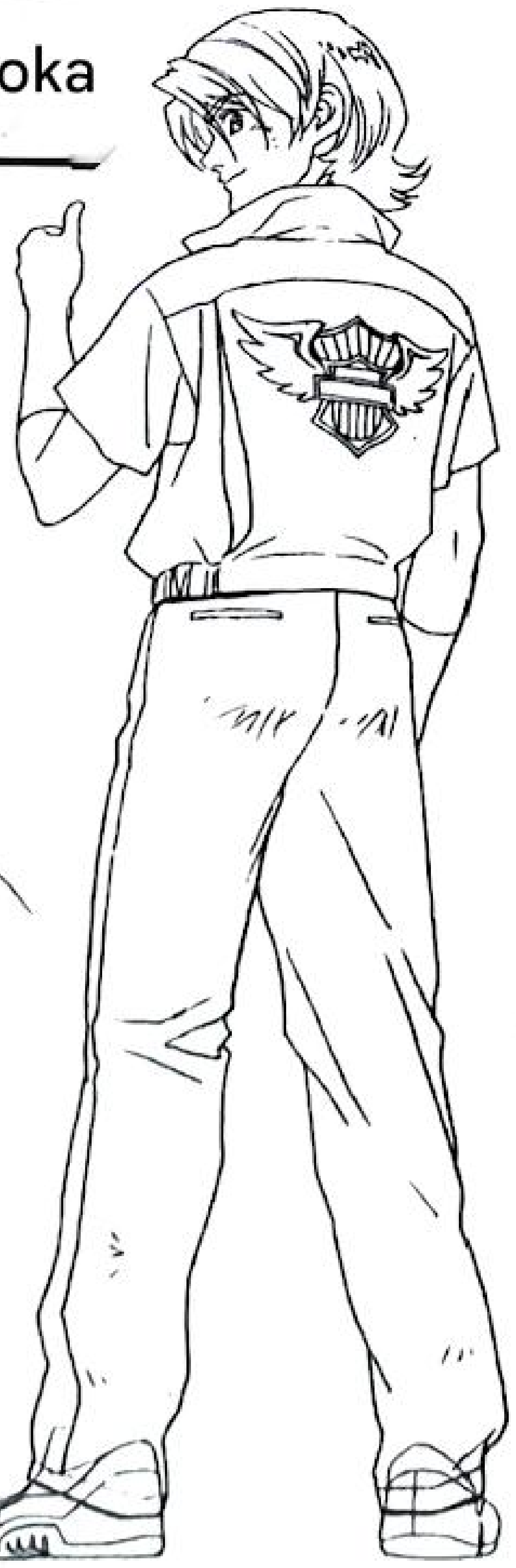
The history of the Volgara is a continuous battle against the threat of extinction. To begin with, they had bodies very similar to those of humans. However, every time they survived the threat of extinction, Their appearances change. The detailed process is summarized in the timeline on the left. That's right. Having realized the limitations of organic life, they decided to transform their bodies into machines. By transforming it into a living organism, it will have strong vitality and They gained a nearly limitless lifespan and great fighting power. Thus, they broke through the Nectar barrier and obtained resources. In search of it, they ventured into space. Eventually, after destroying many stars, they reached the solar system and began their invasion of Earth, where the precious resource, geolite, lay.

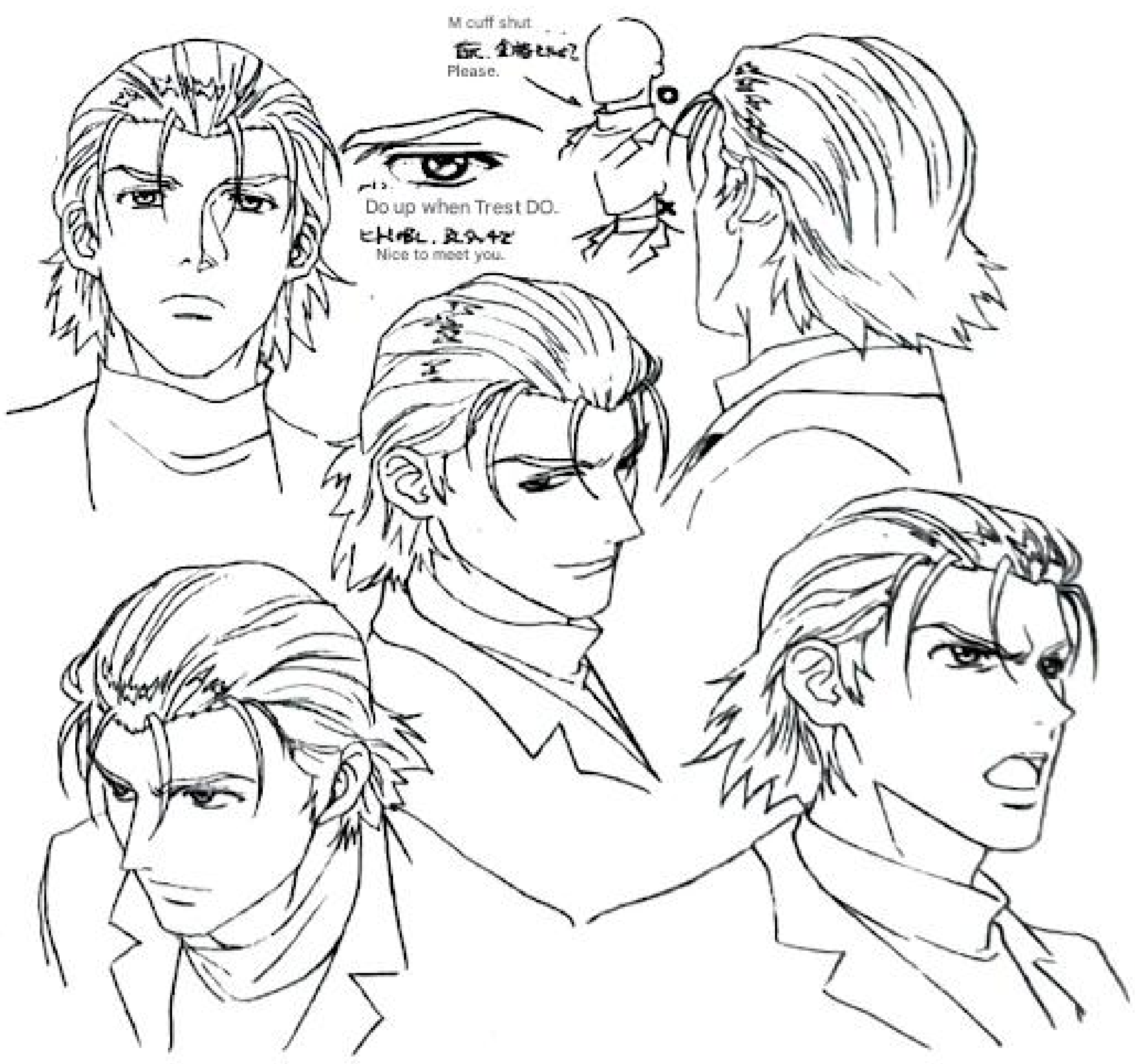
Setting illustration collection

Naoto Tsukioka

Not only are the colors specified for 2D CG, but the emblem design on the back is also carefully drawn for when creating 3D CG. The striking pose also suits him.






M cuff shut
Please.
Do up when Trest DO.
Nice to meet you.

Ryo Tsukioka

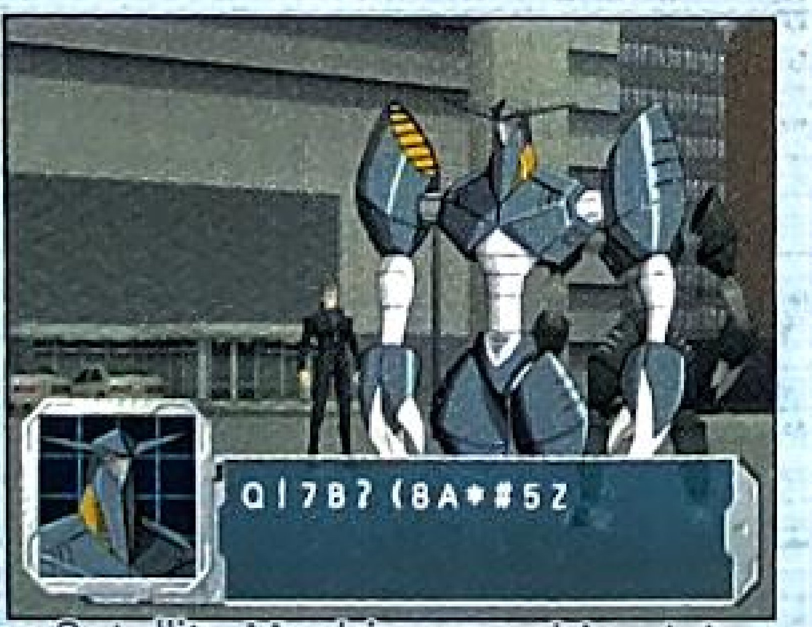
He maintains a serious expression. It's clear that the image of a "cool, cool guy" was firmly established from the early stages of the design. Don't miss the detailed design of the high-neck shirt.

社会 "God's Order" System

As their civilization progressed, the Volgara shifted their supreme value from "individual happiness" to "the prosperity of the entire species." By completely differentiating between decision-makers and workers, and modifying and evolving them to suit their respective purposes, they became "intelligent lifeforms with a structure similar to that of insect societies." They call this social structure the "Order of the Gods." The fact that they are still strongly influenced by ancient mythology, even after hundreds of thousands of years, may be a vestige of their organic past. Based on this system, they abandoned the huge empire system in which all races acted together, and instead transformed their social infrastructure into smaller units, with around a thousand people gathered on a single mothership and then dispersed across the universe.

How the Phantom System works

Volgara's Phantom System relies on the support of data collected by satellite machines installed outside the system to enable accurate spatial transfer, so if the satellite machines are destroyed, the Phantom System will no longer function.



↑ Satellite Machines are bipedal humanoid machines that lack intelligence but have the combat power to defend themselves.

The total force that attacked Earth

1 Decider

He is the one who makes all decisions and has no combat ability. He is usually integrated with the mothership.

4 warlords

This is the ultimate combat machine created during the ancient planetary war, and is what Earthlings call the "Warlord's Machine." Because it has no versatility beyond combat, it has been inactive for a long time. There are four of them in total, and their appearances are modeled after the four brothers of the God of Destruction who appear in the mythology of the planet Volgara.

15 Centurions

It is a field commander that controls the Rayvalers and realizes the will of the Decider. It surpasses the Rayvalers in both intelligence and performance.

Rayvaler & Harrier 500 units

A general term for lower-level models that are responsible for various tasks related to the maintenance of the species. They have low intelligence and poor combat ability, but are highly versatile.

Possessed forces other than those listed above

Doomsday Weapon Asmodeus

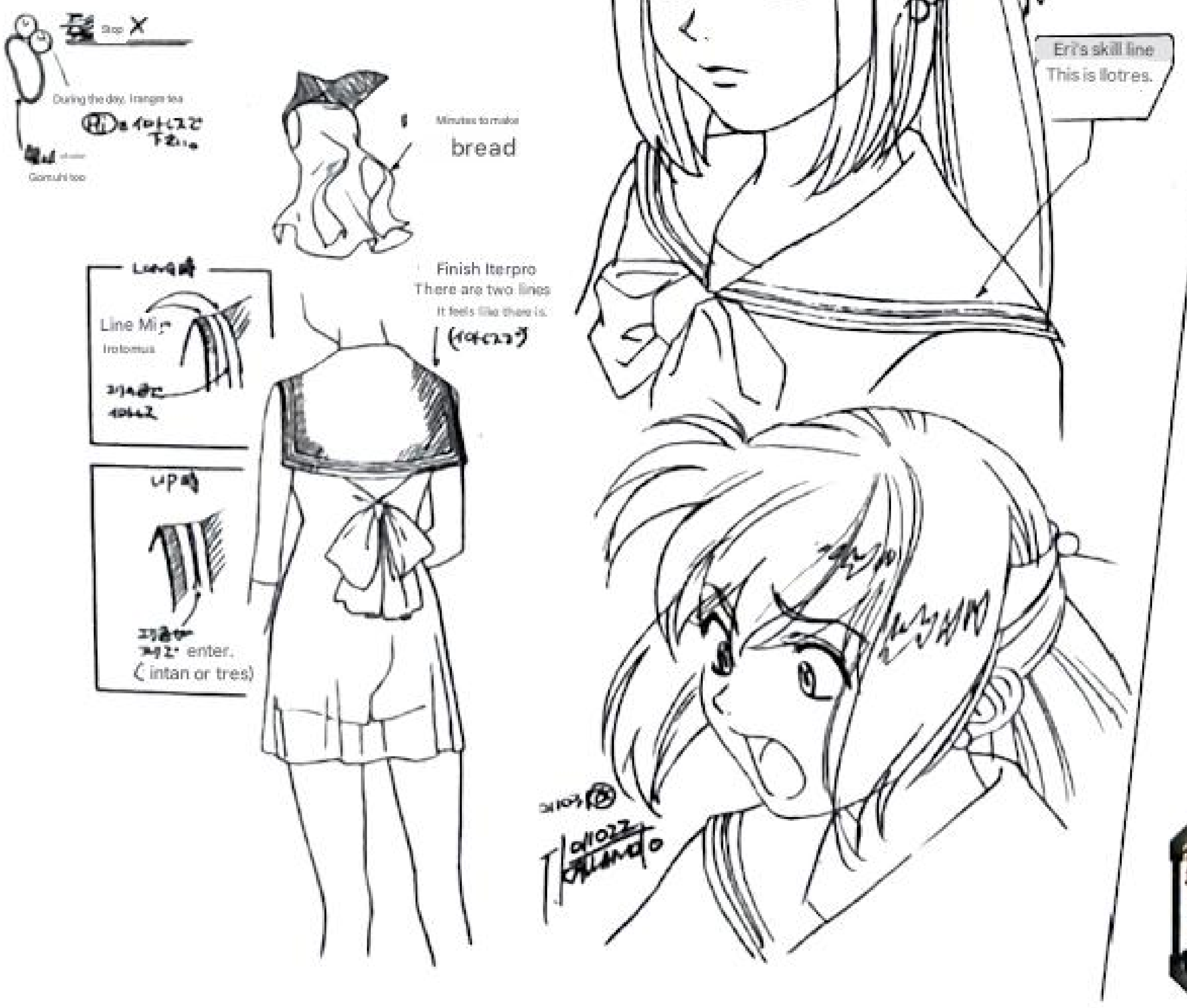
This machine was created as part of Volgara's final battle program, a plan to create the ultimate combat machine using the resources and latest technology of the planet it landed on. The Deciders unite and continue attacking until either they or the enemy are destroyed. Its appearance is modeled after Asmodia, the legendary god of war from Volgara mythology. Its main weapon is an Ether Cannon, a destructive ray weapon that utilizes elemental transformation technology.

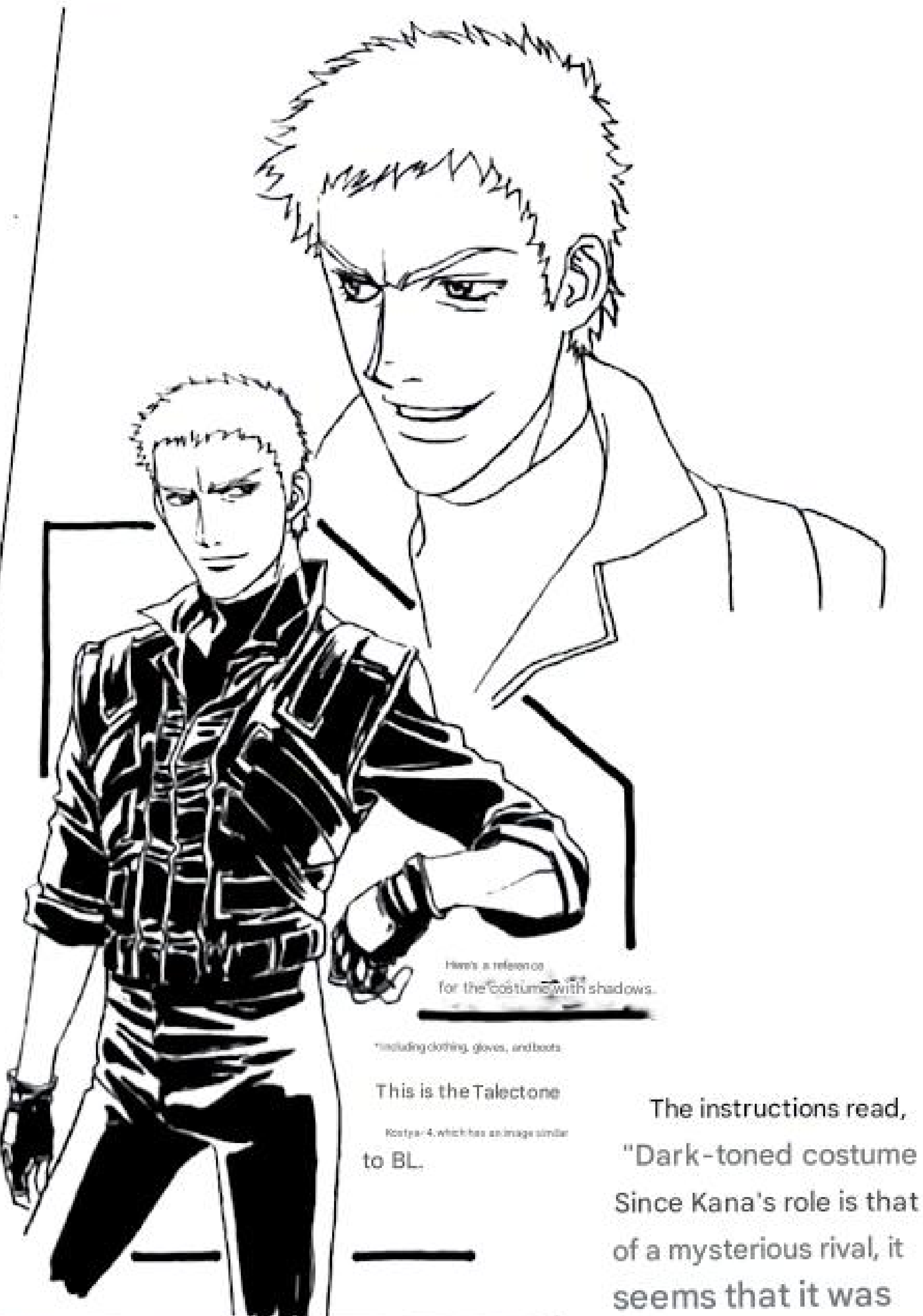
space creature dantalion

A Volgara biological weapon. Originally an alien lifeform from another planet, Decider restored it from its genetic information. Incidentally, when Volgara discovers a warlike organism, they tend to collect its genetic information with the aim of repurposing it into weapons, and the mothership contains the DNA of tens of thousands of different biological weapons.

Yui Tsukioka

Yui has a wide range of facial expressions. Because she is a character, she has many small accessories such as ribbons and hair clips, so Kawamoto seems to have worked hard to create detailed settings for her.




Here's a reference
for the costume with shadows.
*including clothing, gloves, and boots
This is the Talectone
Kostya-4, which has an image similar
to BL.

The instructions read, "Dark-toned costume Since Kana's role is that of a mysterious rival, it seems that it was decided early on that his image color would be black.

Horai Soya

Three Thousand Years Committee

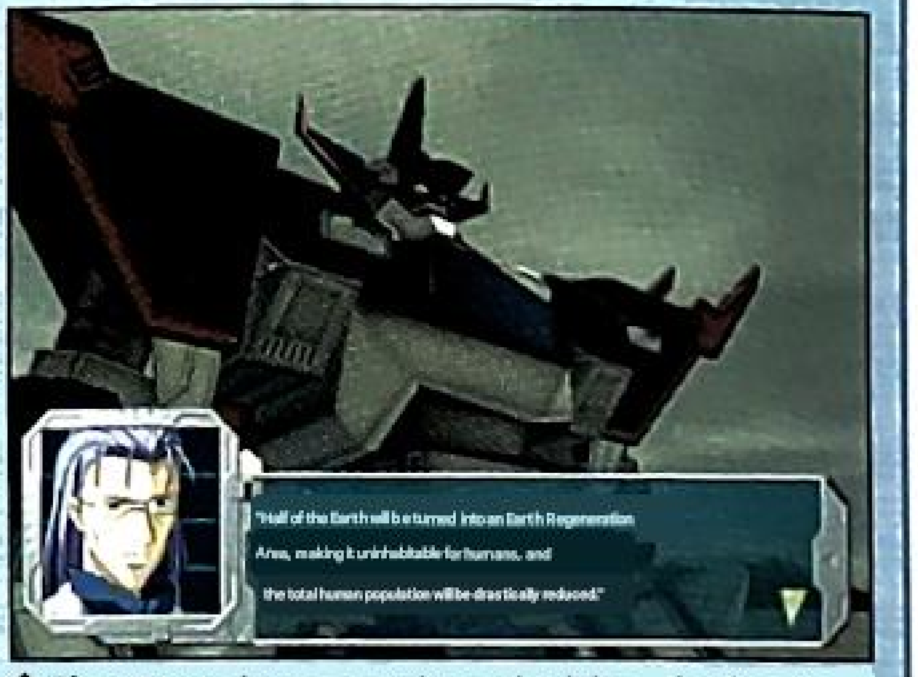
目的 All for the survival of humanity

The discovery of nectar radiation made it impossible for humanity to advance into space. However, Earth's resources became scarce with each passing year, and the environment continued to deteriorate. The need for humanity to advance into space was increasing. As a result, plans were made to develop a universal space robot that would advance into space and collect planetary resources on humanity's behalf. The Japanese government created a special project centered around Dr. Horai. It was an ambitious plan to send robots into space and ensure the survival of humanity for 3,000 years. This was the purpose for which the "3,000 Year Committee" was established.

Due to the depletion of planetary resources, in order to advance into space in search of resources, they evolved from organic lifeforms to machine lifeforms... This was, coincidentally, the same path that Volgara walked. Furthermore, the Genesis Project, the conclusion that Dr. Horai reached at the end of his research, is similar to Volgara's philosophy of prioritizing the "prosperity of the species." Perhaps the end goal of organic lifeform civilization, closed off by the Nectar barrier, was inevitably to arrive at the same place.

[Genesis Project

Dr. Horai believed that the only way for the human race to survive was to evolve into mechanical lifeforms, or Kijin. However, time was running out to achieve this. To buy time and make effective use of limited resources, he proposed a plan to use Kijin to wipe out half of humanity...the Genesis Project. Naturally, this plan was rejected by the Japanese government, but Dr. Horai secretly put his plan into action.



"Half of the Earth will be turned into an Earth Regeneration Area, making it uninhabitable for humans, and the total human population will be drastically reduced."

◆The Wawel was equipped with a device to wipe out half of humanity.

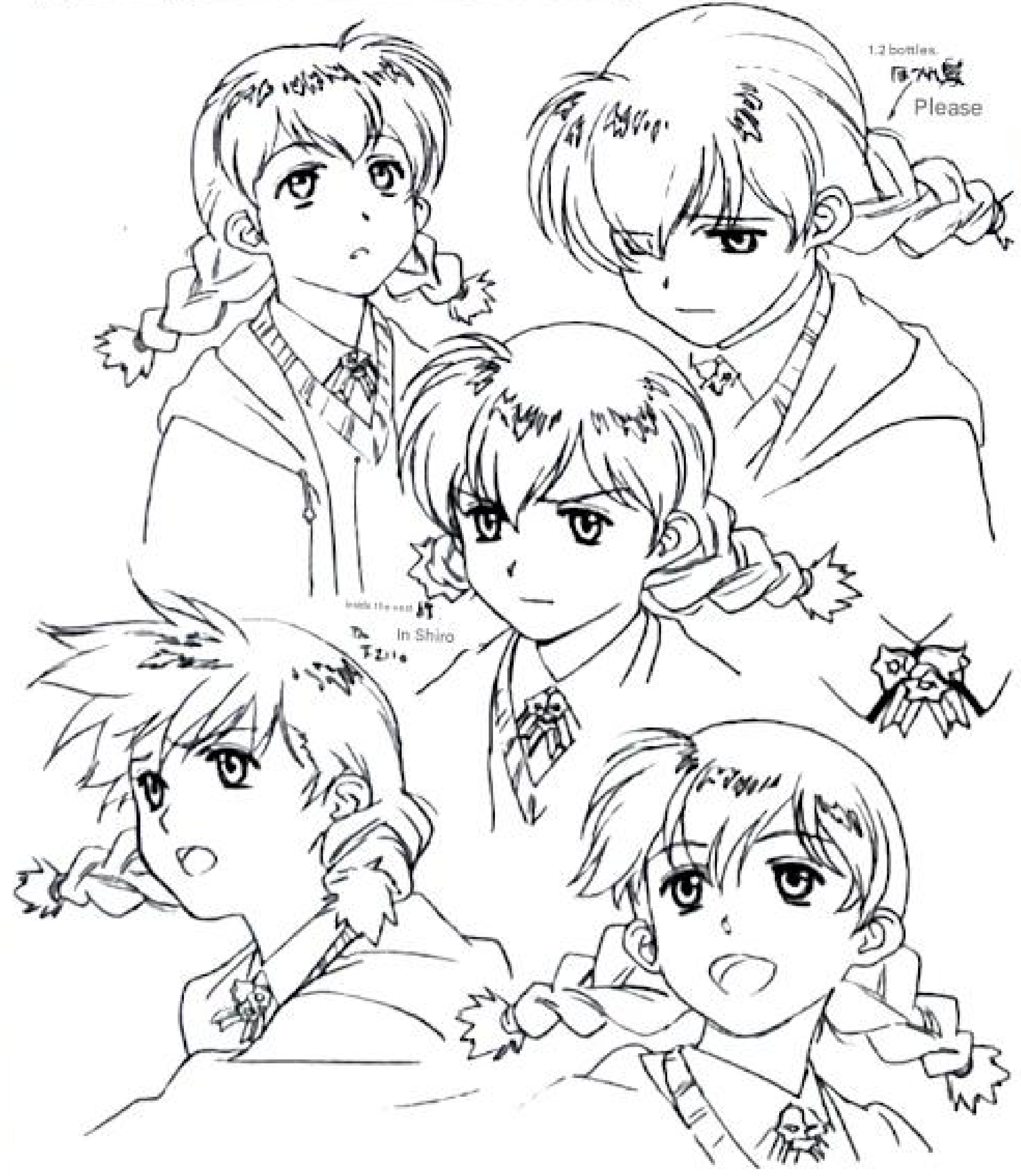
歴史 The path to completing the Kijin

Seven years have passed since the committee was established. Despite spending a huge amount of money, the committee was unable to complete the Kijin machine, and the Japanese government decided to cancel the project. However, upon learning the situation, the Tsukioka family decided to use their personal funds to

He invested funds to establish the Civilization Preservation Foundation. After seven years of testing, the alchemical drive that powers the Mecha was perfected, and the Mecha was nearing completion. However, the Tsukioka family ran out of personal funds, and the project was frozen.

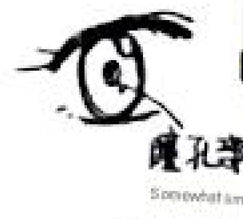
Setting illustration collection

Nanaho Misaki

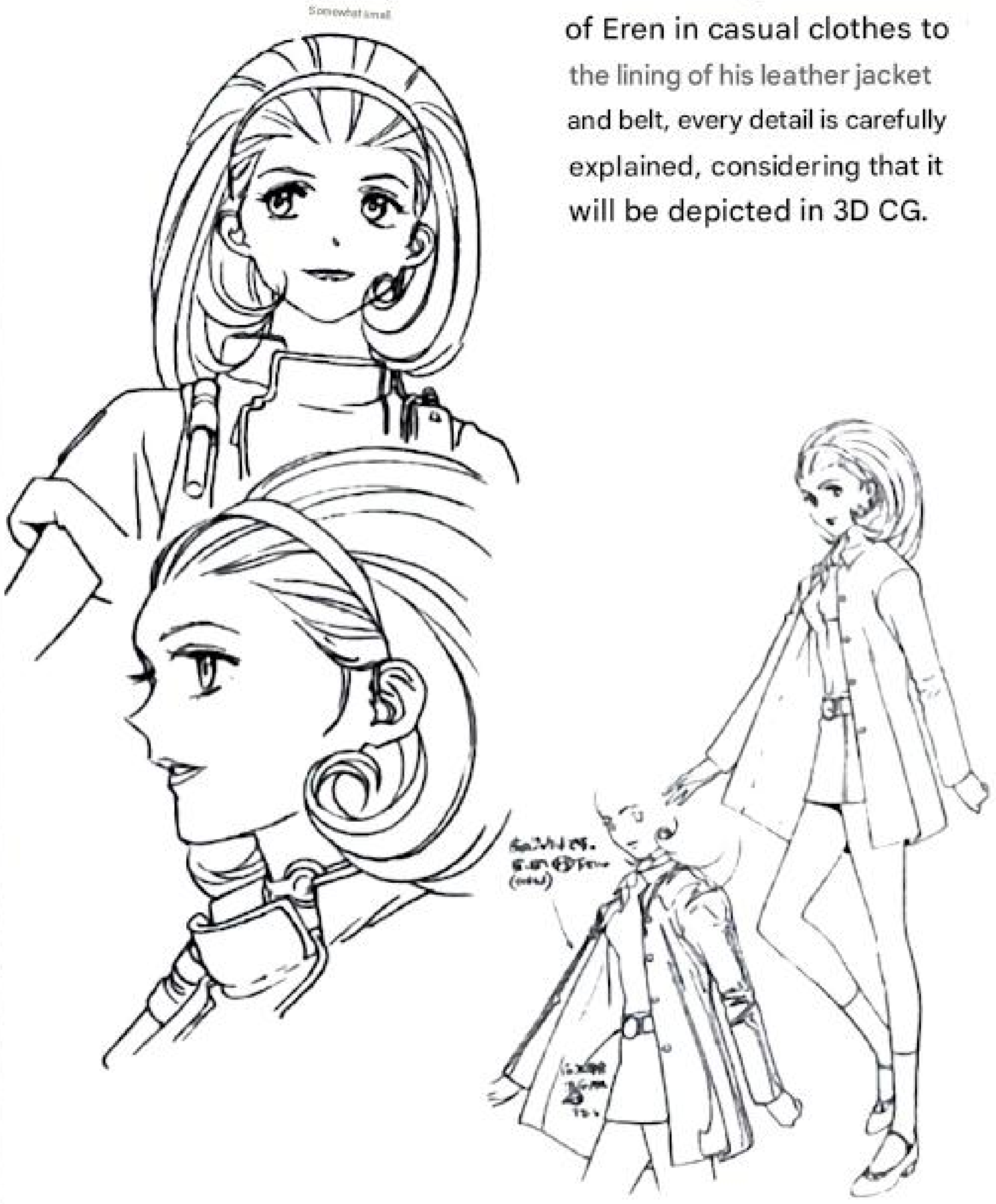


The illustration in the upper right corner has the comment, "Please leave one or two loose hairs." This casual comment alone makes the character Nanaho's bravery even more striking.

Ellen Bullnose



From the original illustration of Eren in casual clothes to the lining of his leather jacket and belt, every detail is carefully explained, considering that it will be depicted in 3D CG.



About Dr. Horai's trilogy of papers

The three papers presented here clearly show the worldview of Gigantic Drive. The Nectar barrier, Volgara, the robots...there are many themes discussed in the game. It is no exaggeration to say that the very essence of Ma is written in this paper. You will surely find answers to any questions you may have after completing the game in this paper.

"Nectar's Barrier

[The Grim Reaper Wandering Through Space] Countless cosmic rays that are harmful to the human body fly about in space. Nectar radiation, emitted from N-type stars in particular, is fatal to living organisms. It is theoretically impossible to block nectar radiation, which penetrates all objects. While its effects are mitigated as long as we are on Earth (however, nectar can penetrate even the atmospheric layer, so if a large amount of nectar falls, it can have a major impact), it is certainly fatal in outer space. In other words, as long as nectar radiation exists, space is an uninhabitable place for organic life forms. [Civilization's Time Limit] The resources buried on planets are finite. Therefore, it is clear that the resources necessary for the survival of civilization will eventually run out. Unless this situation is improved, no matter how prosperous a civilization is, it will eventually come to an end. The only way to do this is to advance into space and extract resources from other planets. However, in space, a grim reaper called Nectar awaits. There is.

[A Sudden End] Lifeforms that are vulnerable to environmental changes become extinct due to a wide variety of factors. Cosmologically, major disasters such as asteroid collisions and supernova explosions are thought to occur approximately once every 100 million years. In other words, the average time limit given to intelligent life is 100 million years. If a species does not acquire the technology to advance into space within 100 million years of its birth, there is a high probability that it will become extinct. Furthermore, disasters such as nuclear reactor accidents and the greenhouse effect are caused by civilization itself. The probability of such disasters occurring is correlated with advances in science and technology. As civilization advances, it gains the power to avoid extinction, but at the same time, it also creates the contradiction of creating disasters.

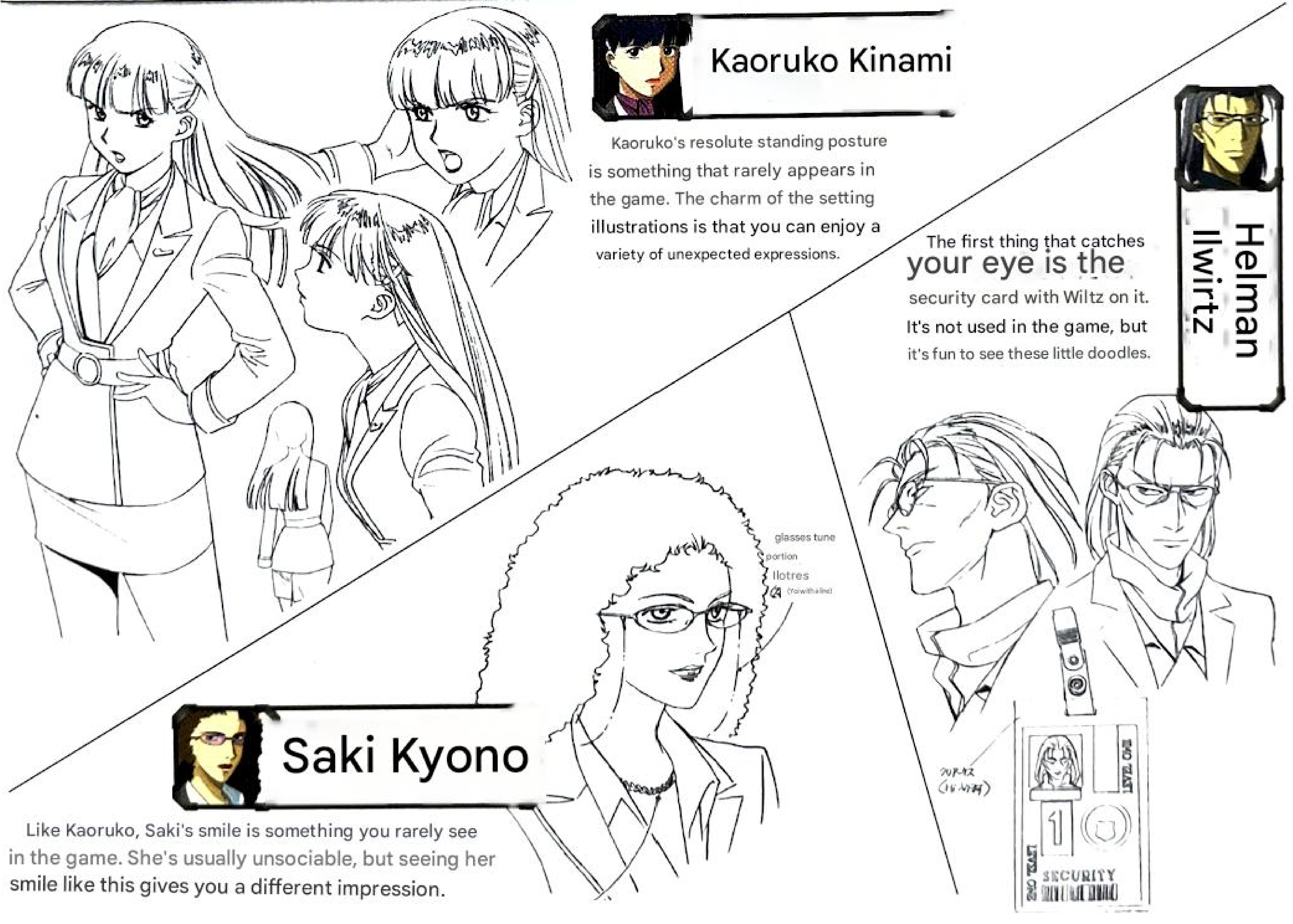
[Conclusion] Any lifeforms prevented from expanding into space by Nectar will thrive on that planet for a certain period of time, and then face extinction. This means that it is impossible for humanity to encounter other intelligent lifeforms directly.

metal neighbor

The only way for life forms to overcome the Nectar barrier is to transform their bodies into machines and become a mechanical race. If humanity were to encounter aliens, it would be mechanical life forms. These are a terrifyingly tough race that have managed to avoid numerous destructive factors. They are skilled at surviving, and are by no means "easy-going," but rather a cunning, warlike race that excels at survival.

"Successor"

In order to avoid the extinction of humanity, we need "mechanical people" to advance into space. However, if the population continues to grow at this rate, in addition to global warming and resource depletion, humanity will be wiped out in 666 years. Humanity must survive until the perfect mechanical people are completed. To do this, we must reduce the unnecessary population and make efforts to reduce energy consumption. Therefore, we propose the Genesis Project, which will reduce the human population using mechanical people.



Kaoruko Kinami

Kaoruko's resolute standing posture is something that rarely appears in the game. The charm of the setting illustrations is that you can enjoy a variety of unexpected expressions.

Helman Ilwirtz

The first thing that catches your eye is the security card with Wiltz on it. It's not used in the game, but it's fun to see these little doodles.

Saki Kyono

Like Kaoruko, Saki's smile is something you rarely see in the game. She's usually unsociable, but seeing her smile like this gives you a different impression.

Machineman

"The successor of humanity

In order for the human race to survive in an environment closed off by nectar radiation, Dr. Horai came to the conclusion that they needed to evolve from organic lifeforms to mechanical lifeforms. In other words, the Mecha were not developed as weapons to fight the Volgaras, but as "successors of humanity" with their own will. Their powerful combat capabilities were not even intended for a battle with the Volgaras, but were merely designed with survival in the harsh conditions of outer space in mind.

A successor to humanity

Being living organisms, robots have a "will." They are strongly influenced by the protagonist, who they grew up with from the moment they were born, and act in accordance with that will.

◆The will of the robot is the master sympathy with the public will, In

Detailed settings of the four robots

Wawel

Its "pyrotechnics" engine utilizes the element of fire, giving it the highest output of any alchemy engine, and boasts the greatest offensive power. It is also the only perfect robot, and is equipped with a program to purge humanity.

Lyall

A flying fortress developed to defend the city from above. It is equipped with an engine that applies "aerial technics" that utilizes the wind element, and is able to fly through the air using the buoyancy of the aerial waves generated when the wind element is converted.

"Grang"

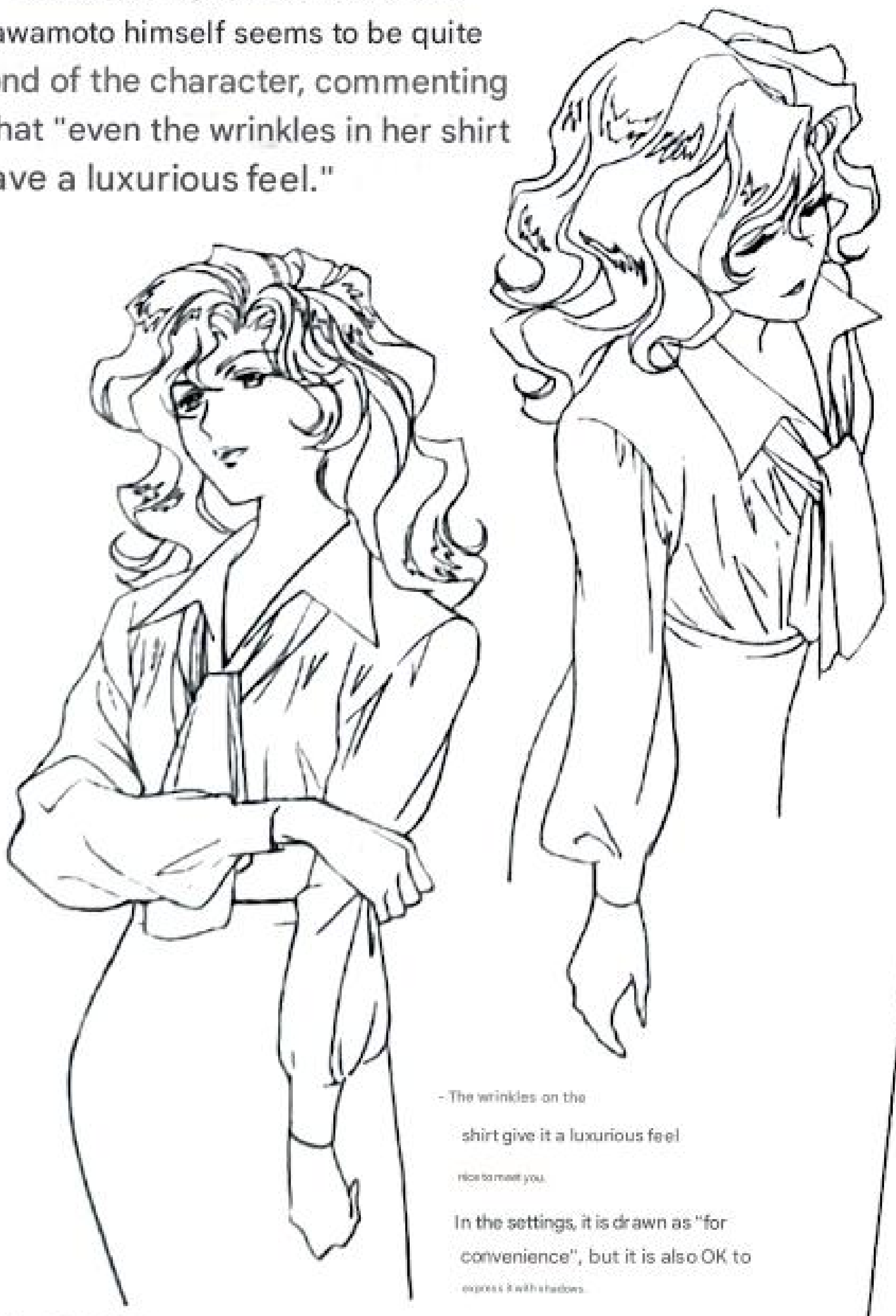
A fortress vehicle equipped with an Earth Elemental Conversion Engine. It was originally developed for the purpose of transporting weapons over land, but the addition of the ability to transform into a robot form has made it more versatile.

Valdre

Developed with the intention of fighting on the ocean, this robot is equipped with a "Water Elemental Conversion Engine." It was developed as the fourth robot, but was hidden by Professor Horai and modified to carry out the Genesis Project in place of Wawel.

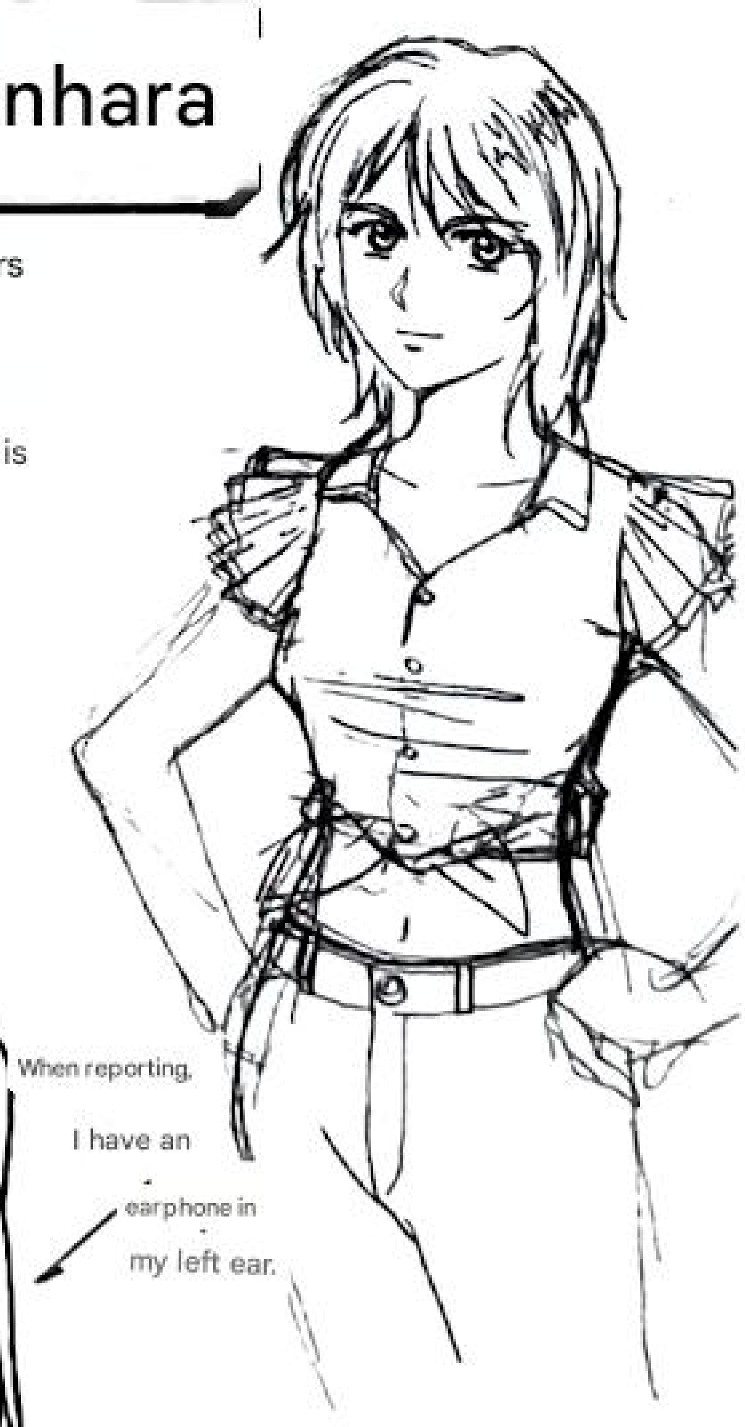
Setting illustration collection

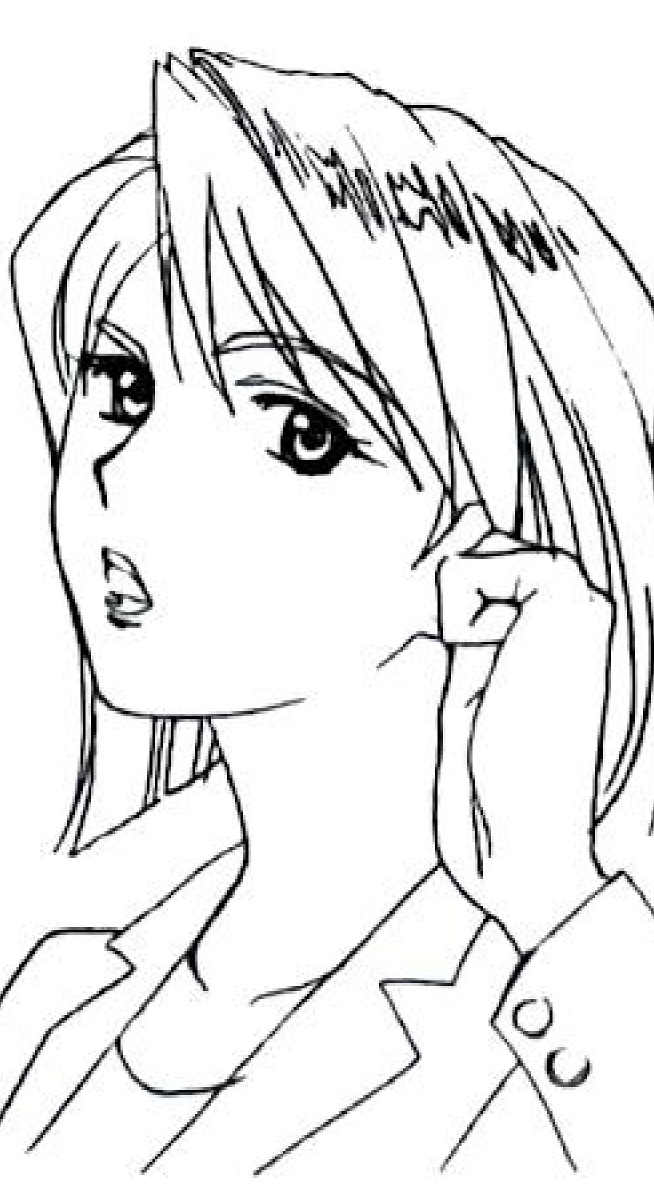
Tomoe is truly an "adult woman." Kawamoto himself seems to be quite fond of the character, commenting that "even the wrinkles in her shirt have a luxurious feel."


- The wrinkles on the shirt give it a luxurious feel
nice to meet you.
In the settings, it is drawn as "for convenience", but it is also OK to express it with shadows.

Mika Banhara

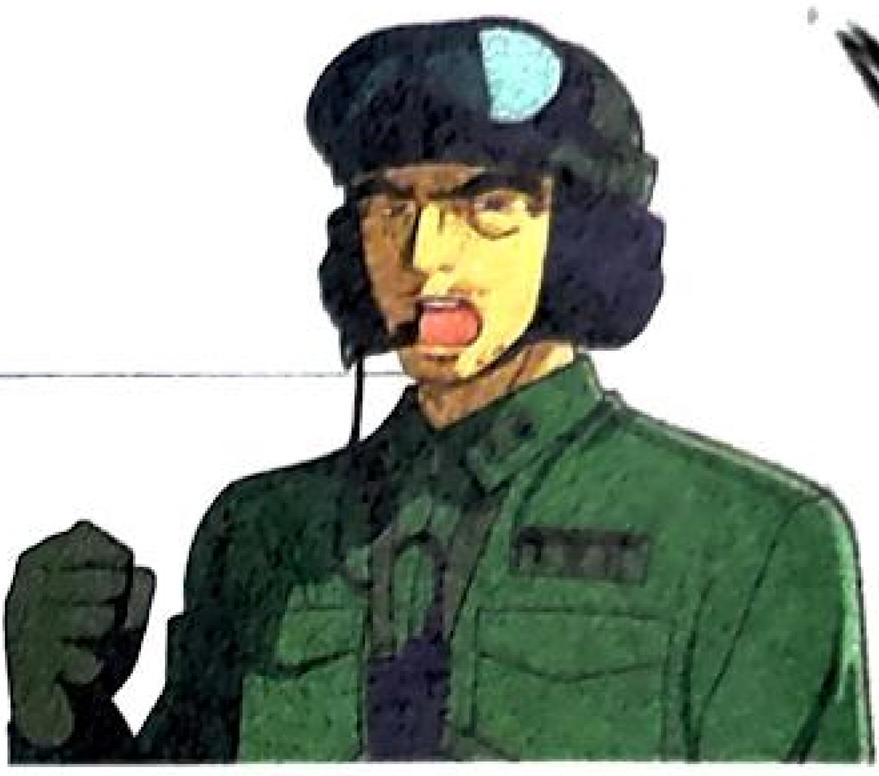
Although he mostly only appears in audio reports, he is well designed. The 17-year-old version, who only appears once in the game, is also well-drawn.


When reporting, I have an earphone in my left ear.

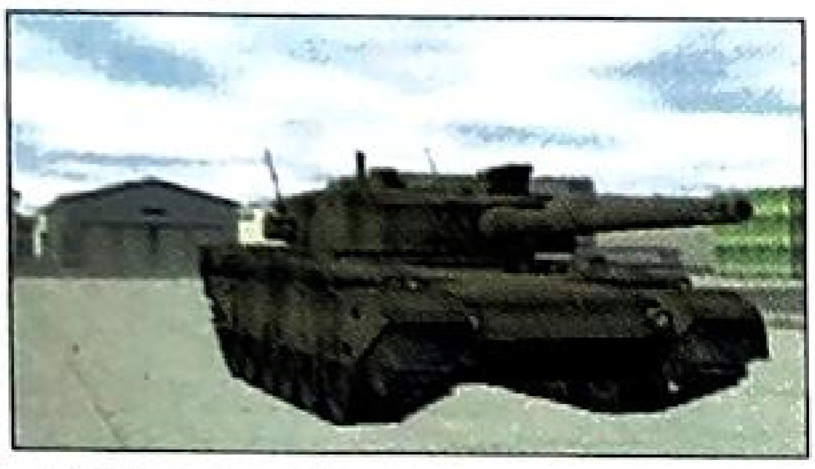


Regarding weapons other than Kijin

The weapons that humans have created are not limited to robots. In the world of "Gigantic Drive," there are armies, including the Self-Defense Forces, and various weapons such as tanks and helicopters appear. We've released setting materials for the various weapons that appear in the battle against Volgara. We'll be using top-secret materials that don't appear in the game, so you're sure to discover something new.

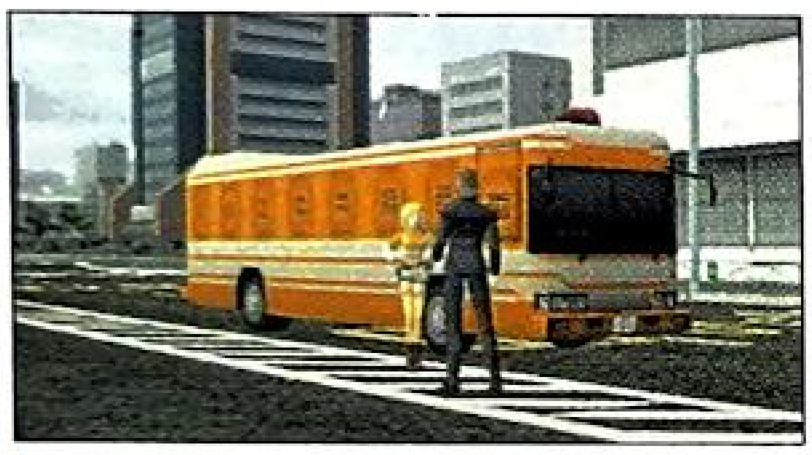


Type 90 modified tank



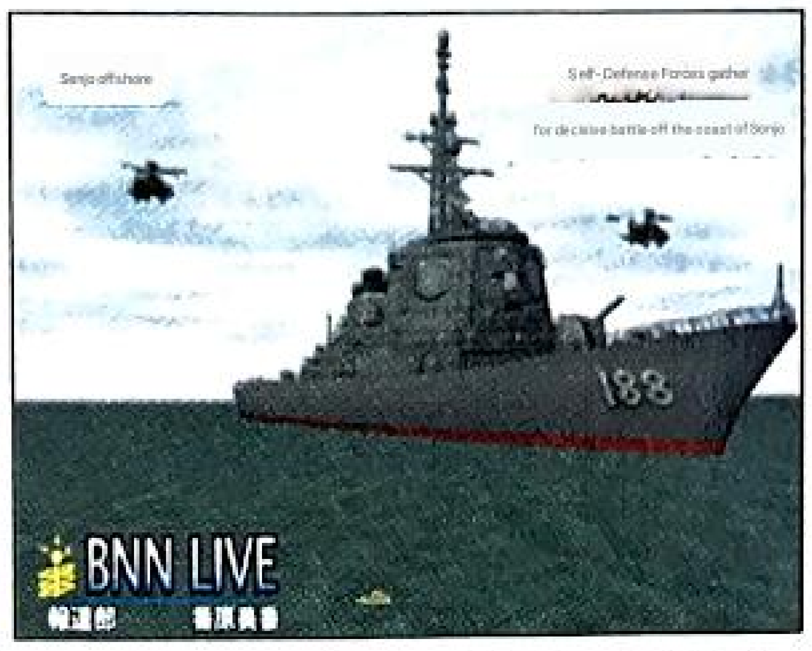
This latest tank is a custom version of the current Type 90, with improved climbing ability and top speed. Equipped with a 120mm smoothbore gun, it is nicknamed the "Kyumarukai."

evacuation vehicle



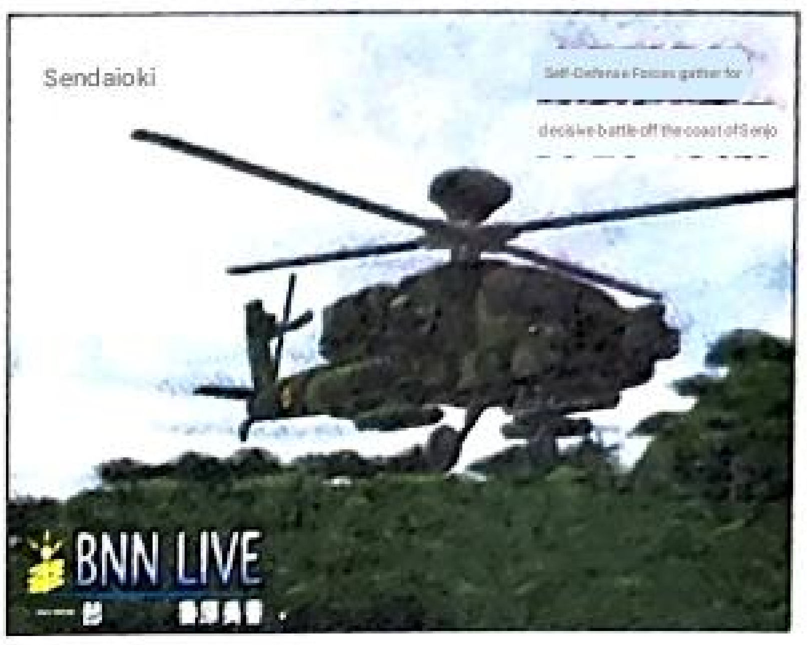
These special armored buses are used to transport civilians who are delayed in evacuating. The thickness of the armor is guaranteed, but they cost 7 to 10 times more than regular buses, so they are deployed in limited numbers.

Koga-class destroyer


Senjo offshore
Self-Defense Forces gather for decisive battle off the coast of Senjo
BNN LIVE

Developed in secret despite criticism that its defensive capabilities were excessive, this large battleship possesses the greatest firepower of the Japan Maritime Self-Defense Force. It is armed with anti-Volgara missiles and torpedoes.

black bat


Sendaioki
Self-Defense Forces gather for decisive battle off the coast of Senjo
BNN LIVE

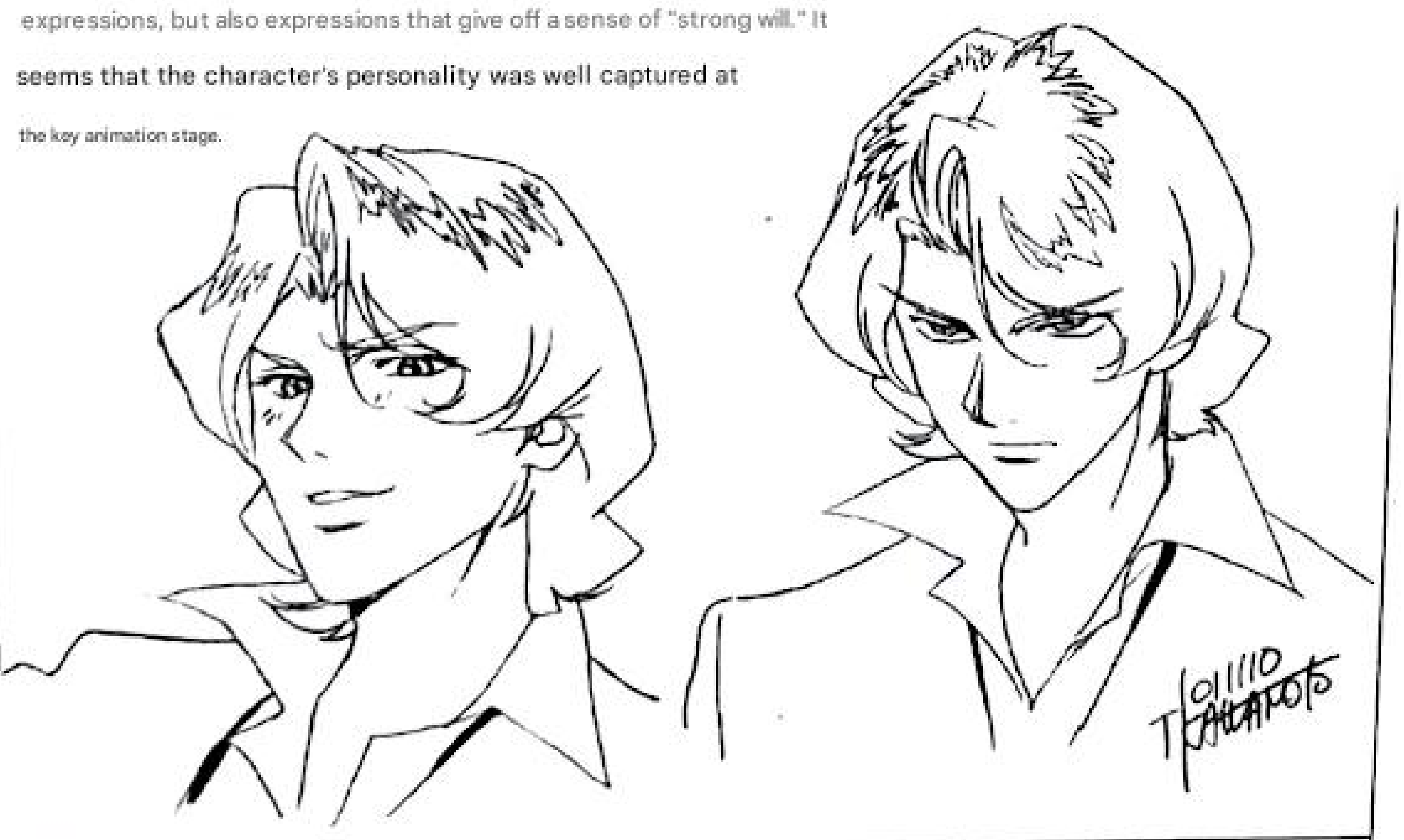
This is the latest combat helicopter developed by Bullnose Heavy Industries based on the Apache. It is armed with a 30mm chain gun and Hellfire anti-tank missiles.

Did it have any effect in the match against Volgara?

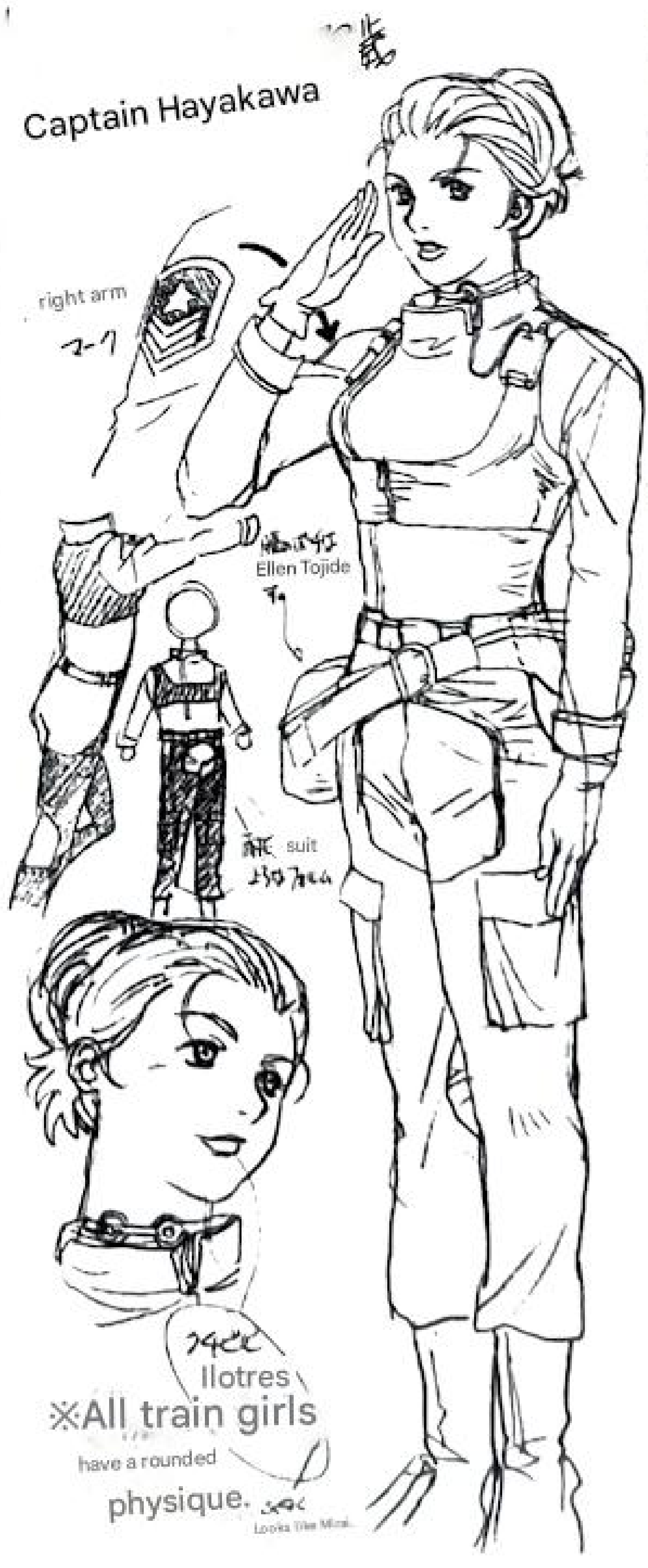
In conclusion, in the scenario, weapons other than the robots only serve to hold back Volgara. Takaya, the trump card of the Self-Defense Forces, was also easily shot down. However, the tank corps that support you during the game have a decent amount of offensive power, so they should prove surprisingly useful.

Misaki Masaru

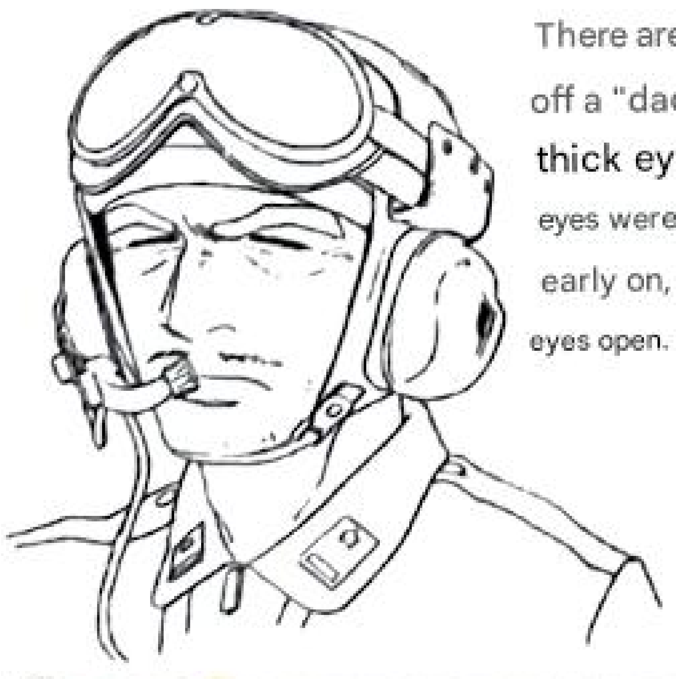
In the character design illustrations, there are not only sarcastic expressions, but also expressions that give off a sense of "strong will." It seems that the character's personality was well captured at the key animation stage.


01/11/10
T.TAKAMOTO

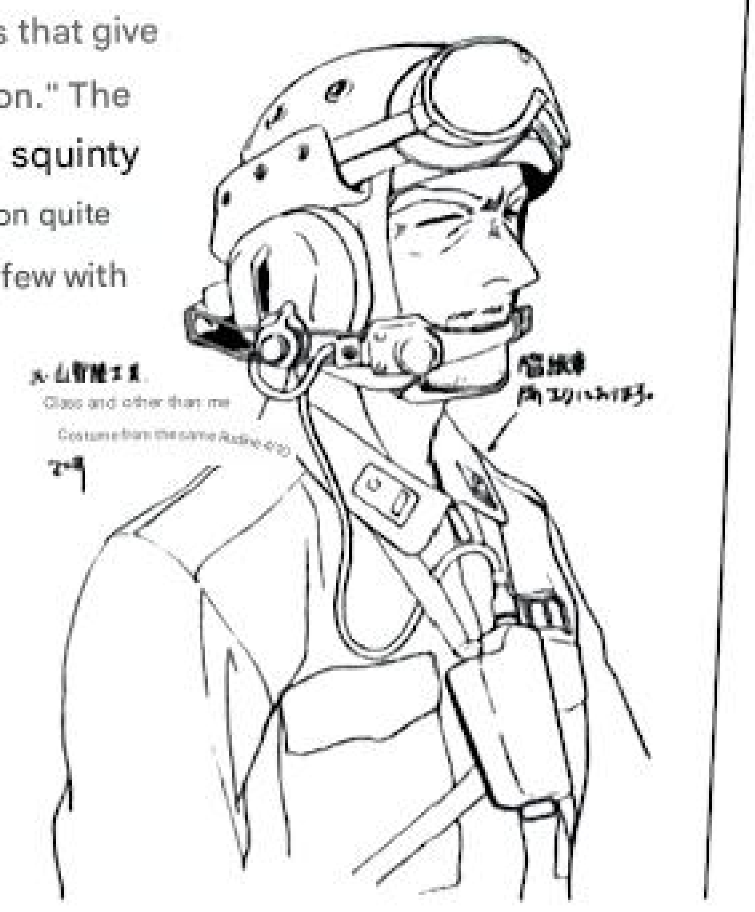
Hayakawa


Captain Hayakawa
right arm
Ellen Tojide
suit
Ilotres
※All train girls have a rounded physique.
Looks like Mimi...

Shinichiro Kurosugi



There are many illustrations that give off a "dad-like sophistication." The thick eyebrows and thin, squinty eyes were apparently decided on quite early on, and there are very few with eyes open.


Glass and other than me
Costume from the same

Maybe he was an important character at first. His detailed specifications are drawn down to the minute. Perhaps he only appears once during the development of the game, but he has some very detailed parts.

Senjo City

背景 The image is of a tranquil emerging city

Senjo City is a town with a long history as a small fishing port on Japan's Pacific coast. Its pleasant climate, comfortable living, and tranquil surroundings are what make it a rural town. While it could be described simply as "rural," it boasts transportation routes that seem out of place in a small town, such as the Senken Highway connecting it to Tokyo and Senjo Port, a sea gateway. This led to the city's attention being drawn to a government official for a specific project. This project, known as the "Capital Function Decentralization Plan," sought to decentralize and mitigate risk in the event of an emergency by distributing the nation's capital, the heart of the country, throughout Japan. Senjo City was chosen as a model case for this plan. Ten years have passed since the plan was put into place, and with the relocation of headquarters of leading companies such as Bullnose Heavy Industries and Misaki Heavy Industries, Senjo City has become one of Japan's leading emerging cities.

The Phantom Nanaho's Part-time Job

Stores with various signs appear throughout the game. More details are given in the interview starting on page 126, but many of the stores were planned to be used as part-time jobs for Nanaho. Some of the stores have a mysterious air about them, so it might be fun to let your imagination run wild as you play the game.

Detailed settings for each area

●Senjo Shintoshin

The Senjo Development Plan has led to rapid urbanization in this area. Tsukioka Industries was once at the center of development, but later rival Misaki Heavy Industries moved in, and the central role was taken over by Misaki Heavy Industries.

●Senjo city

A quiet residential area with a traditional streetscape. The homes of the main characters, including the protagonist and Nanaho, are also located in Senjo City. Recently, with the development of the new urban center, large supermarkets and other businesses have been expanding, and the traditional small shopping district is in a difficult situation.

●Chihayayama

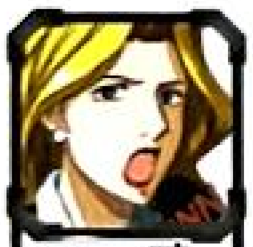
The mountain is home to a vein of geolite, a rare energy mineral found worldwide (and even in the universe). Geolite is the energy source for machine lifeforms, and the main reason Volgara attacked Senjo was to seize the vein on Mount Chihaya.

●Senjo Port

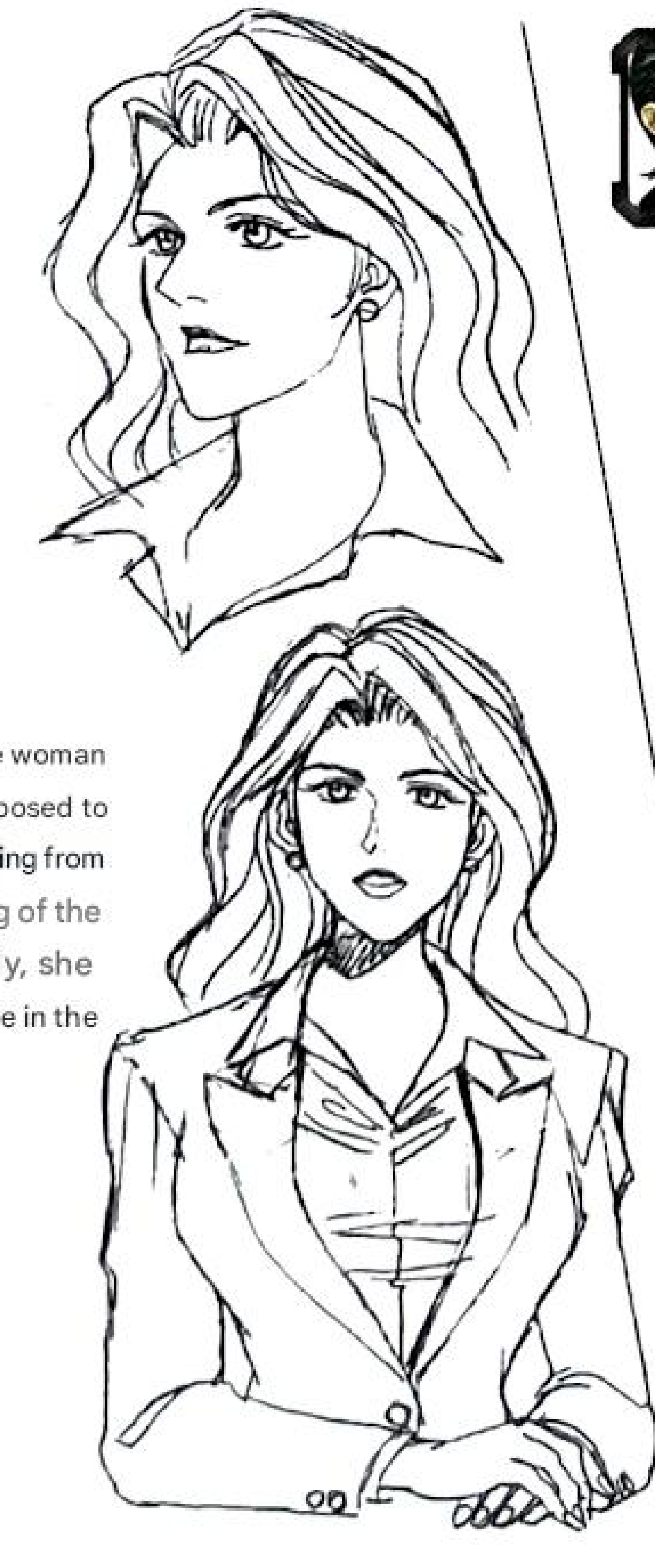
It's a mysterious port where the tranquil scenery of a rural fishing port coexists with modern port facilities. As part of urban planning, large companies such as BNN have relocated and urban development has progressed, but the local tradition of fishing continues, although it is gradually declining.

Setting illustration collection

Mythical characters that don't appear in the game



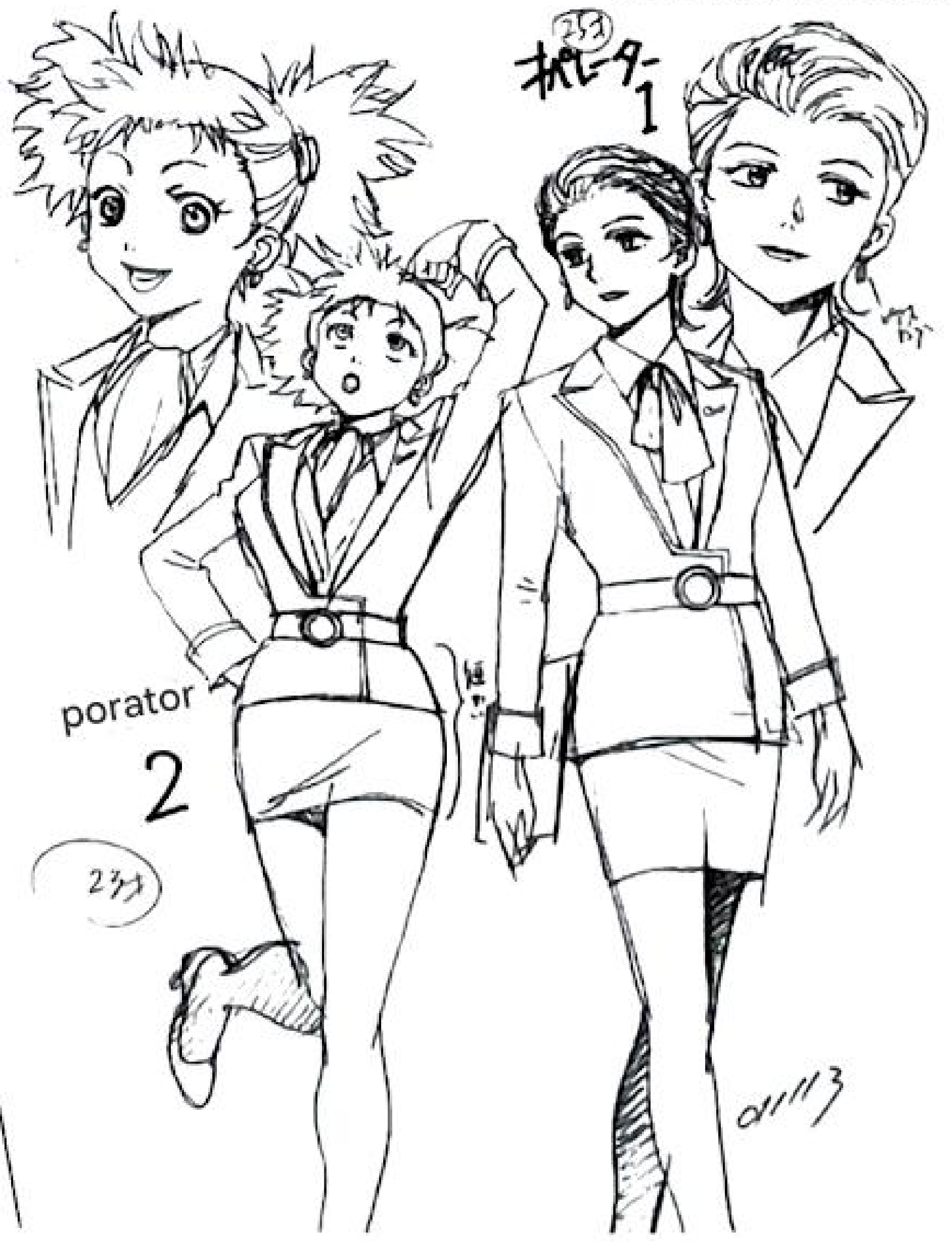
female caster



She is probably the woman who was originally supposed to be in charge of reporting from Italy at the beginning of the game. Unfortunately, she only appears as a voice in the main story.

operator

Perhaps she was a rejected idea for Kaoruko, or perhaps she was intended to appear as Kaoruko's supporting character? Both are cute girls, so it feels like a shame...



Important glossary

It helps you understand the story better and enjoy it more.
Important keywords are listed in glossary format.
I urge you to sit down and read it carefully.

◆ Heaven's Gate

A satellite-based laser jointly developed by Bullnose Heavy Industries and Misaki Heavy Industries.

◆Alchemic Drive

The energy engine of the robot, developed by Dr. Wiltz. See page 004.

◆Anti-Phantom Missile

A missile manufactured by Misaki Heavy Industries that neutralizes the Phantom System.

◆Volgara

See P003, 060-064, 118-119.

◆Volgara Ship

A Volgara transport ship capable of traveling both on land and water. Used to transport mined Georide to the Mothership.

◆Volgarra Plant

A facility for mining geolite by Volgara. It is usually transported by Laborers, but there are also special plants that can fly for short periods of time.

◆Perfect attendance award

Nanaho has maintained her record by never arriving late or missing school, and she is still breaking that record.

◆Kitjin

See P004, 042-059, 122.

◆Gravity Drive

A small flying device that interferes with gravity, allowing for short periods of flight.

◆Military commander

A Volgara executive, this machine is specialized for combat. See pages 063 and 119.

◆Satellite machine

A humanoid information gathering machine used to collect data necessary for the Phantom System. If destroyed, the Phantom System will cease to function.

◆Three Thousand Years Committee

A secret organization formed by Dr. Horai and the Japanese government in order to ensure the survival of humanity for the next 3,000 years. See pages 6 and 120.

◆Geolight

A rare mineral even in the cosmos, capable of generating nearly infinite energy in tiny amounts. It is the energy source for robots and Volgara. Besides Mount Chihaya in Senjo, Japan, veins of this mineral have only been discovered in a few places around the world.

◆Σ(Sigma) Plan

This refers to the plans to remodel the robots. Originally, robots were not intended to be used as weapons, so research into armaments was frozen.

◆·stew

The food that the protagonist tried to bring to Nanaho after she collapsed from malnutrition was made from vegetables, meat, and milk.

◆JATY

A huge supermarket, it is a rival to small shops such as Yaoya.

◆Genesis Project

A plan proposed by Dr. Horai to ensure the survival of humanity for the next 3,000 years. It sought to reduce the human population with robots and prevent environmental pollution and resource depletion. See pages 5, 120-121.

◆Doomsday weapon

This weapon is used by Volgara if they encounter an alien civilization that threatens them. Its true identity is an application of elemental transformation technology. This refers to the Ether Cannon, a destructive ray weapon.

◆Autonomous destructive particles

Particles that penetrate into objects and vibrate them from the inside, destroying them at the atomic level. They resemble snowflakes. Used by Centurions.

◆▶Absolute Control Circle

The range within which a robot can be controlled in any situation. This range is within a 20 meter radius of the robot.

◆▶Senken Kaido

A highway connecting the capital and Senjo City. It was built so that Grang could pass through in Fortress Mode.

◆Senjo City

The town where the protagonist lives. See pages 037-038 and 124.

◆7th Armored Division

The largest tank unit in the Self-Defense Forces, stationed in Hokkaido.

◆Tsukioka Industry

The company run by the protagonist's father is a military contractor that succeeded the Tri-Thousand Year Committee and aimed to develop robots. See pages 006 and 120.

Narashino Air Mobile Force

A unit made up of helicopters and fighter jets, known for their speed. They were equipped with the most anti-Volgara missiles in the eastern region, but were annihilated along with Takaya.

◆Japanese government

See P007.

◆Nectar Barrier

See P002, 121.

◆ · Nectar radiation

Harmful radiation floating in space that is deadly to organic life. See P002, 121.

◆Bread water soup

This is the dish that Nanaho ate. All you have to do is fry small pieces of bread in oil and boil them in water. The only seasoning is salt. According to the developer, this dish is a real dish that existed in rural Germany.

◆BNN

One of Japan's leading news outlets. See page 007.

◆▶Evacuation guidance team

A private organization formed to safely evacuate citizens. See page 7.

◆Phantom System

Volgara's spatial transfer device. See pages 3 and 119.

◆Bullnose Heavy Industries

A military contractor with the catchphrase "A company that imagines the future." See page 7.

Bullnose Hand Grenade: A grenade used by Kana. It has a distinctive blue blast and is short-range but highly powerful.

◆Civilization Preservation Foundation

The foundation that owns the robots, and the organization to which the protagonist belongs. See page 006.

◆Interfering radio wave generator

A Volgara weapon, a device that generates radio waves that disrupt the control of robots. Otawara tried to steal it.

◆Misaki Heavy Industries

One of Japan's leading weapons companies. See page 7.

◆Lepton Carbonite Alloy

Volgara's body is made of a metal that doesn't exist on Earth.

◆Lepton gas

Poisonous gas from the Volgara star system. Because it is heavier than air, people can stay safe by staying in high places. This gas has killed as many as 100,000 people worldwide.

巻末談話

"Gigantic Drive" Developer interview

Men who dreamed of piloting giant robots

"Gigantic Drive" production staff

sandlot

planner

Mr. Takehiro Homma (center of photo)

art director

Masatsugu Igarashi (left in photo)

programmer

Toshio Noguchi (right in photo)

Gigantic Drive is a game that beautifully recreates the world of robot anime. We spoke to the staff at Sandlot, the game's creators.

We'll take a look at the many hardships and behind-the-scenes stories that were faced during development!

---First of all, please tell us how you came up with the idea for a game in which you remotely control robots to fight.

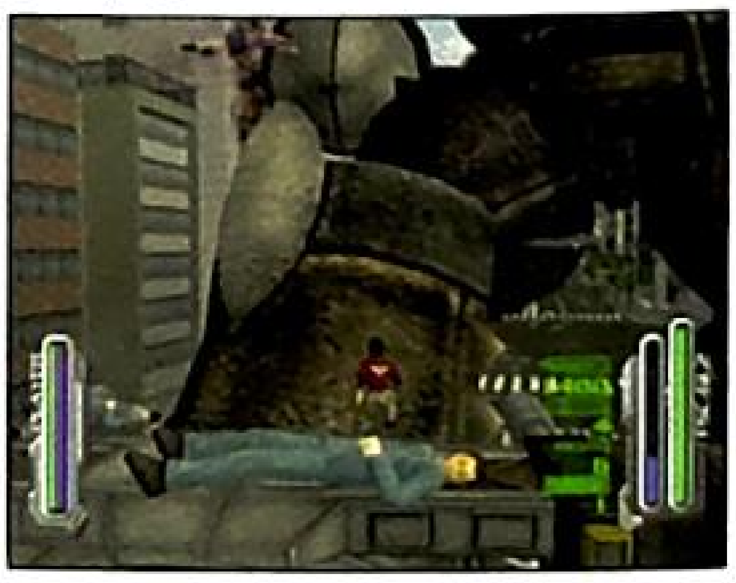
Homma: I'm from the generation that grew up watching robot anime like Mazinger Z, the so-called super robots that came before Gundam. That had a big influence on me. The starting point for this work was wanting to make a game where you could control a giant robot yourself. One reason why we chose a system where the pilot controls it remotely is that there are so few games like that, so we thought we might as well make one ourselves. Also, when it comes to robot control games, the mainstream is for the pilot to get into the robot's cockpit, but in that case the robot you're controlling doesn't appear on the screen. So a big reason we went with a remote control system was that we wanted to show the player how they are controlling the robot.

---As this is a game with a fairly unique game system, I imagine there were some programming difficulties. Noguchi: Processing the collision detection when the robot walks was difficult.

planner Mr. Honma's commitment

The most important thing was to recreate a sense of realism

"Personally, I'm a big fan of robot anime, so I wanted to create a game that captures that atmosphere and charm in a more realistic way. However, this doesn't just mean realistically recreating the graphics and operability of the robots; it also includes attention to detail, such as the fleeing crowds and emergency news and evacuation announcements during battles. In other words, I thought that by depicting the details of the robots' surroundings in great detail, the robots' presence would be made more realistic. While the robots fight Volgara and save the world in a spectacular way, we were also able to include local human drama through characters like Nanaho, and the game turned out to be quite satisfying in terms of detail. "I'm proud of that. We also put a lot of effort into making the game highly flexible, so that players could enjoy it in a variety of different ways. You could try building all sorts of things with robots, fighting with just humans instead of robots, grabbing the heroine with a robot and throwing her at the enemy... Our biggest focus was on creating a game that doesn't force a certain way of playing on players, even within the broad gameplay of piloting a giant robot, and that allows for these kinds of irregular ways of enjoying the game."



◆This book also features a special feature starting on page 108 that lists various ways to enjoy the game. Let's explore the various ways to play.

It was difficult. Because the game progresses from a human perspective, it feels strange when playing unless it's set up very precisely. On the other hand, it would be a problem if the robot broke something at its feet just by changing its direction a little. After much trial and error, we adjusted it so that the robot's feet always remained in the same position when it turned.

Homma: We wanted to create a game that felt "fun" just by having the robot take a step and walk. To put it bluntly, we thought that if the walking aspect was fun enough, that alone would make the game worthwhile, something that hadn't been seen before, so we spent a lot of time adjusting the feel of the controls. We also considered various balances when it came to the movement speeds of the three robots, and settled on the current form.

There are three robots that appear as the main characters, but were there any difficulties in designing them?

Igarashi: Since it was decided from the start that they would be transforming robots, the general design process went smoothly. We decided pretty quickly that one would be an obvious super robot, and the other two would be able to transform into an airplane and a tank. The problem was how to make them transform, and how to create a design that suited a remote-controlled model. We were careful to design them so that they didn't look like they had a cockpit. The transformation in particular was extremely difficult. Transforming robots in anime and the like often have quite a lot of false transformation mechanisms. But in this game, the robots really use the same modeling to transform into different forms from their human form. It felt like we were making a real toy.

Homma: In this game, the transformation can be seen freely from anywhere from the pilot's point of view, so there's no way to lie. For example, when transforming Grang, we worked hard to make it as realistic as possible, such as supporting its body with its arms when it falls. It's a difficult task to convey (laughs).

Igarashi: It takes about three times as much work to design a transforming robot as it does to design a regular robot. So I don't think I'll ever want to do it again (laughs).

--Um...So, what if we were to create a super robot that combines all five of them?

It would probably be an unimaginable amount of work (laughs).

Igarashi: Personally, I'd like to make a network game where players can bring their own robots and combine them. Homma: A game where you can combine robots in 5 vs 5 or 15 vs 15 combinations (laughs). Well, I actually wanted to make a combining robot this time too, but I thought people would get angry if I said something like that, so I didn't bring it up (laughs).

-As game graphics evolve, it must be tough because there are more and more things that are difficult to cover up with lies.

Homma: That's right. The more realistic the graphics, the more serious the scenes become, like when a crowd is crushed by Volgara. But the overseas version we're currently working on includes scenes of bloodshed, which is pretty scary. When humans are injured, blood spurts out (laughs).

--By the way, were there any ideas that were unfortunately scrapped during development?

Homma: There were actually a lot more part-time jobs for Nanaho. Some of them were a little shady (laughs). Conversely, as Nanaho saved up money, we were thinking of events where she would become meaner, or move to a luxury apartment. However, since the core of the game is an action game, we thought that adding too many events with complicated conditions like in an adventure game would cause confusion, so we kept the volume to a moderate level.

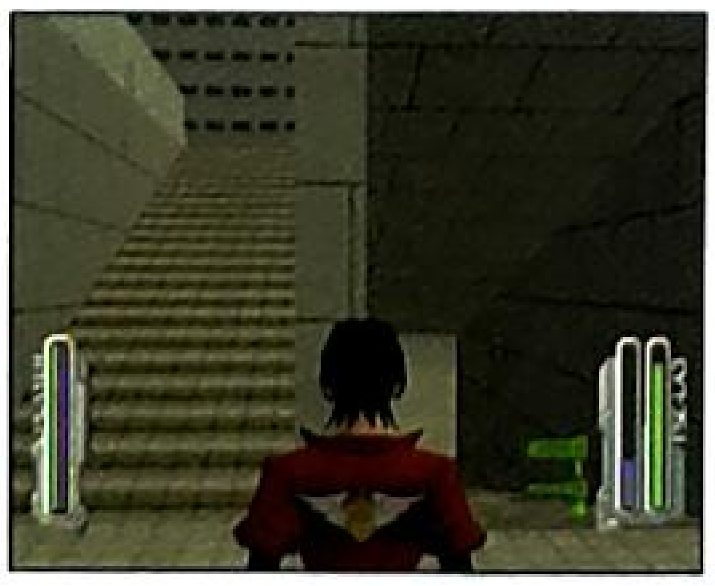
-Finally, please give a message to users who have played the game.

Homma: There's something the three of us have in common: "We don't like games where you're just told to do this, just do it." We believe that a game is something that the player can play however they like. Rather than focusing on the balance of the battles, we think it's more important to make sure the player has fun. To be honest, the damage of the weapons at the end of the game is so crazy that it can defeat the final boss in one hit (laughs). Our message to anyone who plays this game is, "Just play and do what you like."

art ディレクター Mr. Igarashi's commitment

A streetscape with a spacious feel

"Of course we paid attention to the robots, but we also paid close attention to the construction of the city. The Tokyo map in particular is a masterpiece that even recreates the underground passages, so we hope you enjoy the expansive space. We also packed in as many signs and objects as time and data capacity would allow, so please take a look."

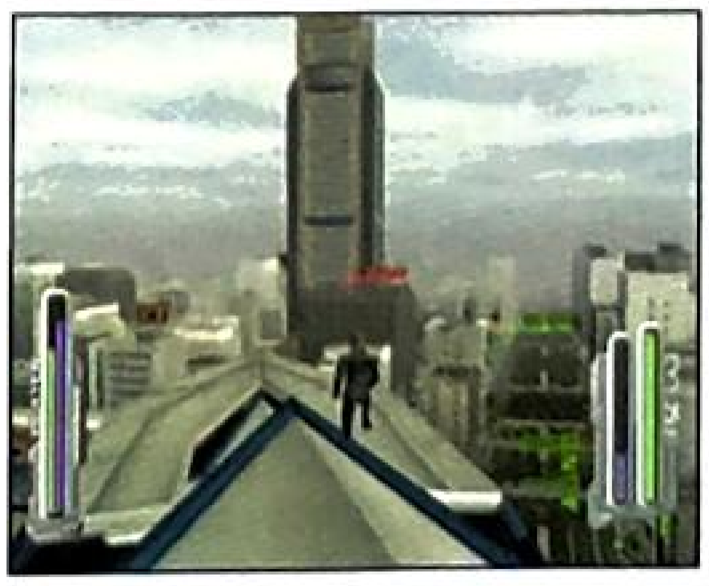


◆ Igarashi's most confident work is Tokyo. Why not take your time exploring the area in Mission Challenge Mode?

programmer Mr. Noguchi's commitment

Realizing the ability to ride on a robot

"The thing I'm most pleased about being able to achieve is that the main character can stand on anything. Thanks to this, he can move around by riding a robot. I'm also pleased that we were able to effectively convey the feeling of controlling a robot using two analog sticks."



◆The view of the cityscape from above while riding on the Ryall would not have been possible without Mr. Noguchi's attention to detail.

gigantic drive

Complete strategy guide

STAFF
Producers············ Dengeki PlayStation Editorial Department (Masato Watanabe/Tsuyoshi Matsumoto)
Director··············· Dengeki PlayStation Editorial Department (Masashi Watanabe)
Editors ··············· TEAM/SLASH (Kazuma Nomura/Kazushige Taniguchi)
Writers ··············· TEAM/SLASH
(Kazushige Taniguchi / Yutaka Matsuzaki / Yukito Someya / Shinichi Ishida / Kazuyuki Tanaka)
Cover Designer... K Plus artworks (Hiroaki Kobayashi)
Designers············ Wan Co., Ltd. (Susumu Onodera / Tomoyoshi Sato / Kazumasa Do / Naoko Kanda)

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Publisher ·················· Media Works Co., Ltd.
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